TRICKS & STRATEGIES FOR PS ONE AND PS2 | TEKKEN TAG, FINAL FANTASY IX AND TONY HAWK'S PRO SKATER 2

ZIFF DAVIS

January 2001
ISSUE 40

PlayStation

OFFICIAL U.S. PlayStation MAGAZINE

GRAN TURISMO™ 3

Holiday Buying Guide

PS2 Launch

Official U.S. PlayStation Magazine Issue 40 (January 2001)

Hot New Previews

TWISTED METAL: BLACK
NBA LIVE 2001
ONIMUSHA: WARLORDS
MDK2: ARMAGEDDON
EVIL DEAD: HAIL TO THE KING
STAR TREK VOYAGER: ELITE FORCE
KLONOA 2

On the Set with Angelina!

TOMB RAIDER MOVIE REPORT

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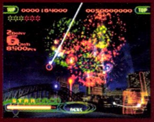
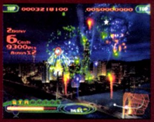
EXPLOS
BALLS
HOOH
ANRAI
AARAA
EXPL

Anytime is a good time for fireworks.

These days the word addiction gets a bad rap. Sure, there's a long list of bad influences out there. But an addiction to setting off massive fireworks displays? Only good can come from that.


1UP 0000184000
0050000000 TOP
2Daisy
6Chain
8400Pts
NEXT

At first glance, FantaVision is a colorful fireworks puzzle game. Not so fast, my friend. That's how they get you. It starts


1UP 0003210100
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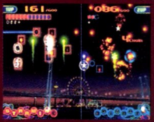
6Chain
9300Pts
NEXT

by capturing and detonating flare after flare, which triggers chains of fireworks explosions as well as tons of points. Then you advance from one difficult city-scape to the next more difficult one.


1UP 161
086
2UP

And on to even more difficult bonus rounds. But you can handle it, right?

FANTAVISION

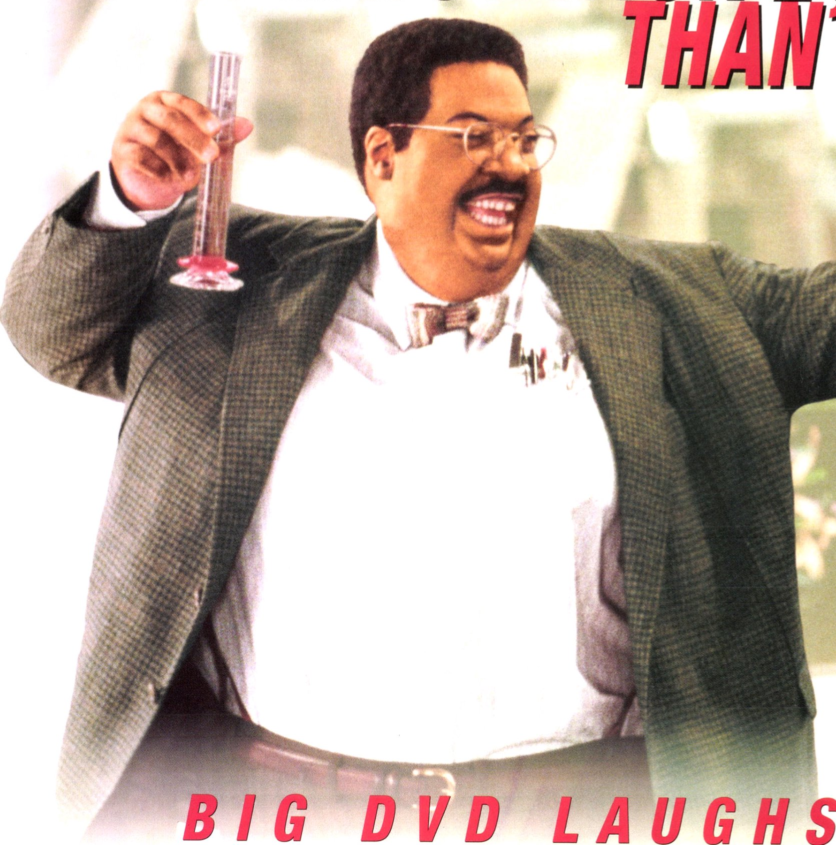
PlayStation 2
FANTAVISION

Maybe we shouldn't mention FantaVision's two-player mode. Or the real-time lighting effects. Or the fact that once you feel like you've mastered massive combinations, another layer of this intense action puzzle game pulls you in deeper. So be careful. Because before you know it, you'll be looking for any excuse to detonate fireworks.

PlayStation 2

www.scea.com

FOR PLAYSTATION 2
THAN



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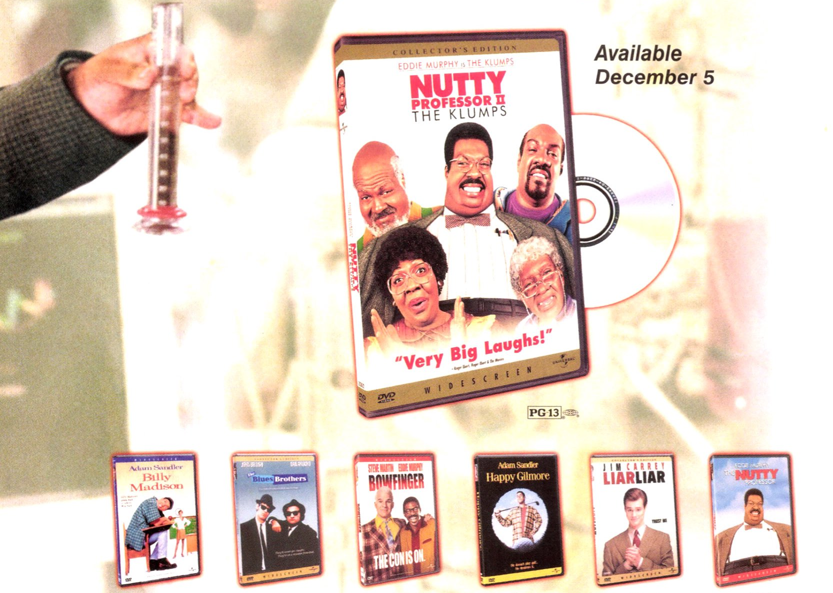
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PG-13 NOT RATED PG-13 PG-13 PG-13 PG-13

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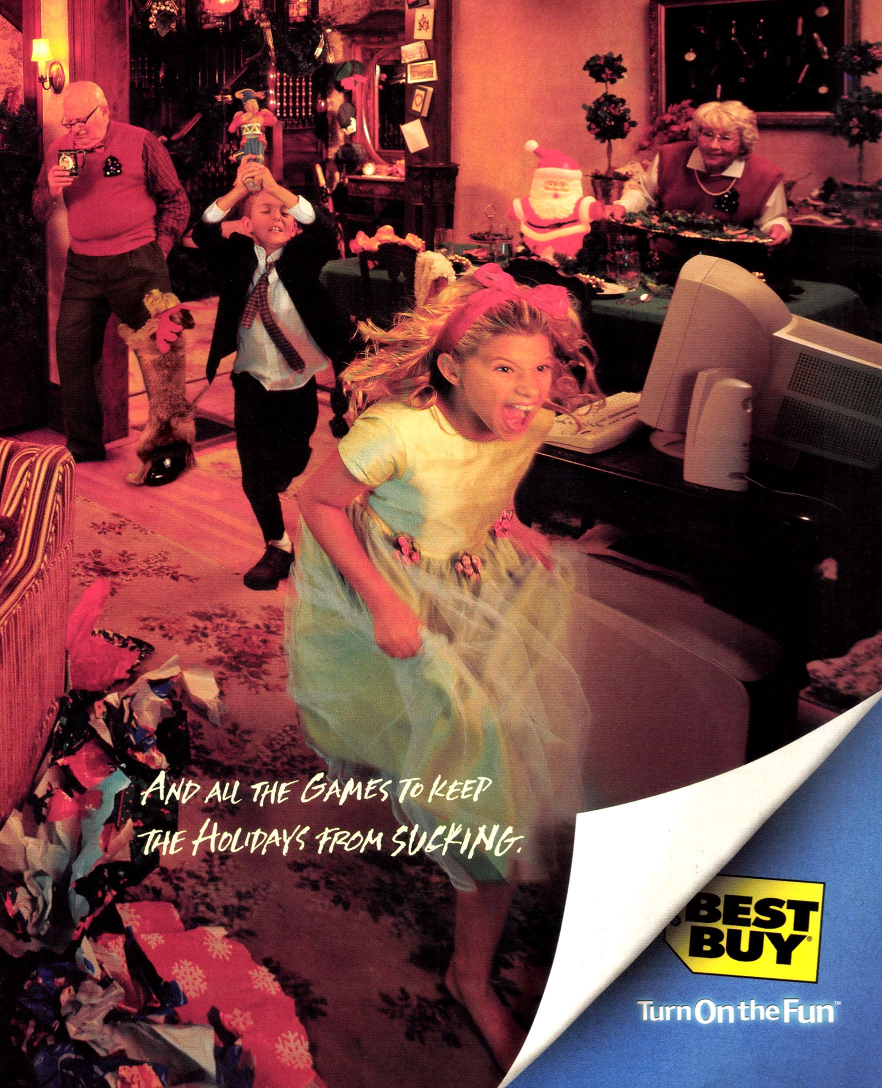
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Subscription Service Number:
(303) 665-8930 (U.S. Only)
http://service.playstationmagazine.com

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PAUL SEMEL

For the tough assignment of covering Square's and Sony's parties, we called upon Paul, formerly a Senior Editor at *Bikini*. He also writes for *FHM*, *Vibe*, Rolling Stone.com, Code and CDNow.com.

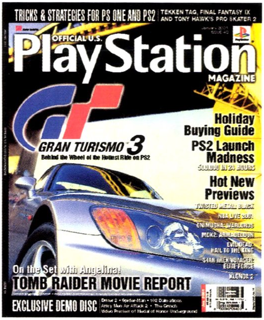
STAN LEE

Do you really need an introduction for Stan? The man who brought the world *Spider-Man*, *The X-Men* and numerous other comic-book classics. He makes a welcome return to our pages. www.stanlee.net

Official U.S. PlayStation Magazine Mission Statement

The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the *Official U.S. PlayStation Magazine* (*OPM*) remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

COVER STORIES THIS MONTH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Behind the Wheel of the Hottest Ride on PS2
Holiday Buying Guide
PS2 Launch Madness
Hot New Previews
On the Set with Angelina!
TOMB RAIDER MOVIE REPORT
EXCLUSIVE DEMO DISC

GRAN TURISMO 3 • 118

You will want to get your hands on this game when it's released next year. Although previously thought to be just a pretty version of GT2, it's now a full-blown sequel and it truly is a sight to behold. We bring you more screenshots than ever, plus a hands-on report.

HOLIDAY BUYING GUIDE • 66

We make your shopping list for you. Rip it out, hand it to a loved one, and hope for the best. Maybe they'll throw a PS2 in if you're lucky.

PS2 LAUNCH MADNESS • 40

Although mired somewhat by the shortages, the PS2 launch was the most successful event in the history of entertainment.

ON THE SET WITH ANGELINA • 50

Special report from the set of the *Tomb Raider* movie. We bring you news of the blockbuster movie for 2001, plus comments from Angelina Jolie on what it's like to "be" Lara Croft.

Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Postage Paid at New York, NY 10016 and additional mailing offices. Single-issue rate: $8.99. Subscription Rates: One Year (12 issues and 12 demo discs) $39.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Subscription Service Questions and Address Changes Write to: Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. For Subscription Service Inquiries call us at: (303) 665-8930 U.S. or (303) 604-7445 all other countries. Fax us: (303) 604-7455 U.S. or (303) 604-0540 all other countries. Or visit our subscription Web site at http://service.playstationmagazine.com. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff Davis Media Inc. To reuse any material in this publication, obtain a permission request form at www.icopyright.com/zd, or have a form faxed or mailed to you by calling (425) 430-1663. Copyright © 2000, Ziff Davis Media Inc. All Rights Reserved. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14049 6720 RT. Printed in the USA.

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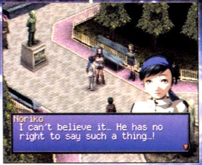

Noriko
I can't believe it… He has no right to say such a thing…!

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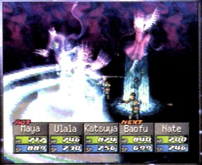

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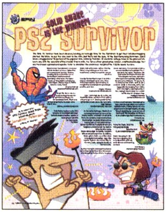

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DEPARTMENTS

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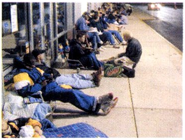
Everything you need to know to get our exclusive disc up and running.

Input • 32
Let us know your thoughts. Write us at our usual address, or send us e-mail at **OPM@ziffdavis.com**.

Spin • 40
This month we look at the enormous success of the PlayStation 2 launch and much more. Check out our Tomb Raider movie coverage, the results of our Survivor competition, and our chat with Gabrielle Reece.

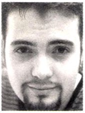
Top Secrets • 144
Tricks and strategies for the latest games, including Final Fantasy IX! Plus cool cheats for PS one and PS2 games.

P.S. • 156
Stupid stuff from the world of PlayStation.



Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.



John Davison
Editor in Chief

Happy Holidays

I sincerely hope that all of you trying to get your hands on a PlayStation 2 are successful. The launch, while an unprecedented success, was also the cause of a lot of frustration, and we completely understand. We were right there with you, standing in lines, waiting at ungodly hours of the morning. And some of us have continued to try every week since. Don't think that just because we're the official magazine means that we somehow managed to tap into a magic stash of systems. No siree. Many of us are still trying hard to get our hands on one (Mr. Rybicki, for example, just this minute came back from a store where he nearly got into a fight over one). Hopefully by the time you read this, the steady flow of units will be pouring into stores at a rate of 100,000 a week. Will this be enough? Judging from demand so far it seems as if it's not—but don't give up hope. Keep hunting and you're sure to track one down. Anticipate the Sunday newspaper promotions, find out the days that stores get deliveries...try trudging out to a store in the middle of nowhere. It'll be worth it when you get it. And even more worth it when you see what Gran Turismo 3 promises early next year. Mmmmm.

EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

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DEMO DISC THIS MONTH

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102 Dalmations (E)
Army Men Air Attack 2 (T)
NON-PLAYABLES:
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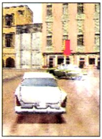
PLAYABLE DEMOS



DRIVER 2: THE WHEELMAN IS BACK TEEN
If you happened to play the first Driver, then chances are you've been salivating for a shot at the sequel. More cities, more cars and more control. There's nothing that gets the blood streaming through your veins like a car chase through the streets of Havana.

SPIDER-MAN EVERYONE
If we were going to have Stan Lee writing in our illustrious pages, then we just *had* to let you get a taste of the game that he is, ultimately, responsible for creating. It's the greatest superhero game ever made, so start your web-slinging now!

THE GRINCH EVERYONE
Now that you're buzzing with holiday cheer and anticipation, check out this month's Grinch demo. You'll get involved with all types of shenanigans in Whoville. It's just a shame that the marvelous Jim Carrey was too busy to pitch in on some voice acting.

102 DALMATIANS EVERYONE
The real danger of this demo is that after witnessing all of those cuddly little puppies, you might feel inclined to go dump a whole load of cash on a purebred dalmatian of your own. Disney's certainly cornered the market on cute pups, and this is no exception.

ARMY MEN AIR ATTACK 2 TEEN
Air Attack 2 is one of the finest of the Army Men series. Here you'll be welcomed into a world of little green and little beige machines, one determined to melt the other into a pile of goo. This might seem lots like the first Air Attack, but the copter's winch mechanics have been upped.

NON-PLAYABLE DEMOS

MEDAL OF HONOR UNDERGROUND RATING PENDING
If you liked the first Medal of Honor, you're bound to love the second. This game has the power to envelop you in the different facets of brutal warfare. The music of the game is another way that the intensity is accentuated, coaxing you to understand that bitter, difficult World War II period.

Weather

Today's temperatures and forecasts across the nation.

c	cloudy	**sf**	snow flurries	**sn**	snow
pc	partly cloudy	**sh**	showers	**t**	thunderstorms
r	rain	**s**	sun	**hw**	high winds

°Fahrenheit

Below 10	10s	20s	30s	40s	50s	60s	70s	80s	90s	100s

°Fahrenheit	10	20	30	40	50	60	70	80	90	100
°Celcius	-12	-7	-1	4	10	16	21	27	32	38

What are we going to do with all this snow?

A better question is, what aren't you going to do? Grab your snowboard and fly down the slopes. Get ozone-high air out of the half-pipe. Tweak the laws of gravity. The possibilities are wide open. As is every available lift in North America.

Ask the Weatherman

Send your questions to: Weather Editor Doug Mukai, doug@weathertrib.com.
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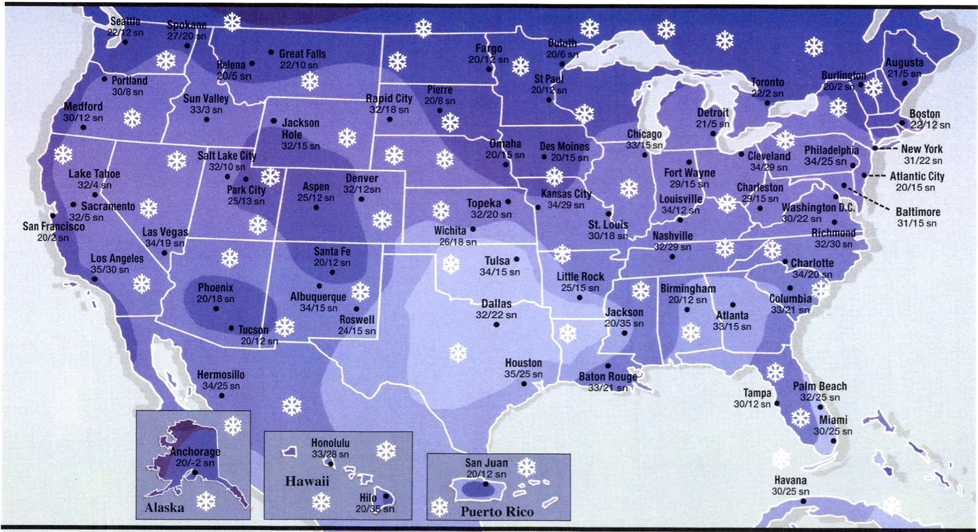
Seattle 22/12 sn
Spokane 27/20 sn
Great Falls 22/10 sn
Helena 20/5 sn
Portland 30/8 sn
Medford 30/12 sn
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Atlanta
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33/15
Wednesday: Snow
33/15
SQI: Icy

Baltimore
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42/31
Wednesday: Snow
41/35
SQI: Fresh Powder

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Tuesday: Snow
20/8
Wednesday: Snow
22/10
SQI: Fresh Powder

Charlotte
Snow 34/20
Tuesday: Snow
20/12
Wednesday: Snow
20/8
SQI: Icy

Chicago
Snow 33/15
Tuesday: Snow
20/18
Wednesday: Snow
22/5
SQI: Fresh Powder

Cleveland
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Tuesday: Snow
27/18
Wednesday: Snow
25/11
SQI: Hard Pack

Detroit
Snow 21/5
Tuesday: Snow
30/18
Wednesday: Snow
34/22
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Houston
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Tuesday: Snow
42/32
Wednesday: Snow
44/31
SQI: Fresh Powder

Kansas City
Snow 34/29
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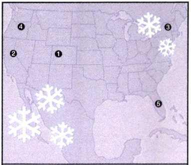
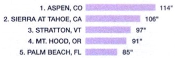
39/30
Wednesday: Snow
38/12
SQI: Fresh Powder

Los Angeles
Snow 35/30
Tuesday: Snow
40/22
Wednesday: Snow
44/31
SQI: Fresh Powder

Nashville	New York	Philadelphia	Phoenix	Portland	Salt Lake City	San Francisco	St. Louis	Tampa	Washington D.C.
Snow 32/29	**Snow** 31/22	**Snow** 34/25	**Snow** 20/18	**Snow** 30/8	**Snow** 32/10	**Snow** 20/2	**Snow** 30/18	**Snow** 30/12	**Snow** 30/22
Tuesday: Snow 28/17	**Tuesday:** Snow 35/25	**Tuesday:** Snow 30/25	**Tuesday:** Snow 32/15	**Tuesday:** Snow 25/12	**Tuesday:** Snow 27/18	**Tuesday:** Snow 18/4	**Tuesday:** Snow 28/16	**Tuesday:** Snow 20/2	**Tuesday:** Snow 33/15
Wednesday: Snow 24/18	**Wednesday:** Snow 34/20	**Wednesday:** Snow 33/25	**Wednesday:** Snow 32/14	**Wednesday:** Snow 26/12	**Wednesday:** Snow 24/14	**Wednesday:** Snow 12/2	**Wednesday:** Snow 24/12	**Wednesday:** Snow 24/6	**Wednesday:** Snow 29/2
SQI: Hard Pack	SQI: Fresh Powder	SQI: Hard Pack	SQI: Fresh Powder	SQI: Icy	SQI: Fresh Powder	SQI: Hard Pack	SQI: Fresh Powder	SQI: Hard Pack	SQI: Fresh Powder

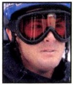


HIGHEST SNOWFALL AMOUNTS LAST 24 HOURS



1. ASPEN, CO	114"
2. SIERRA AT TAHOE, CA	106"
3. STRATTON, VT	97"
4. MT. HOOD, OR	91"
5. PALM BEACH, FL	85"

Weekend sports weather


Jones

Dakides

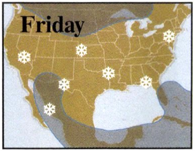
Blizzards in the Pacific Northwest could hamper snowboarders Kevin Jones and Tara Dakides as they defend their titles at the Mt. Hood Pro Invitational...For the third straight week, football stadium attendance will be significantly lower due to heavy snow... Record crowds should continue at mountain resorts nationwide.

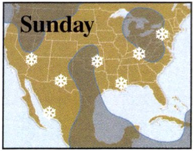
TODAY'S SNOW QUALITY INDEX (SQI)

Powder: A perfect time to use a sick day.

Hard Pack: A prime opportunity to work on your half-pipe prowess.

Icy: A bad day riding still beats a great day working.





Today through Sunday outlook: Mostly awesome amounts of up-to-your-ears fresh powder. East, west, north, south and everywhere in between. No end in sight. Is your board waxed?

Hey, anything's possible.

The forecast calls for whatever your sick little mind can imagine. From falling snow to insanely realistic motion captures, we put you on the mountain. Break off gravity-defying tricks and grabs in over 20 huge, obstacle-laden courses. Shred deep powder with 10 top pros, including Todd Richards, Kevin Jones, Barrett Christy and Tara Dakides. Six killer events, including a wicked Pro Challenge Mode. The weather gods have spoken. Get out and worship.

PlayStation®

CoolBoarders® 2001

LIVE TO BOARD

0:09:46
SCORE 400
MPH 33
FAKIE

1:35:00
SCORE 764
MPH 51
TRICKS DIFFICULTY TOTAL
106 x 100 = 106
TAILGRAB
FAKIE

0:15:33
SCORE 950
MPH 46
TRICKS DIFFICULTY TOTAL
659 x 175 = 1153
MUTE GRAB
FRONTFLIP
180

1:35:00
SCORE 0
MPH 6
TRICKS DIFFICULTY TOTAL
634 x 175 = 1109
SADAIR
FRONTFLIP
180
FAKIE

PlayStation
CoolBoarders 2001

EVERYONE
E
CONTENT RATED BY ESRB

IDOL MINDS

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NEVER COMING TO A THEATRE NEAR YOU.

TEEN T CONTENT RATED BY ESRB
Animated Violence
Animated Blood

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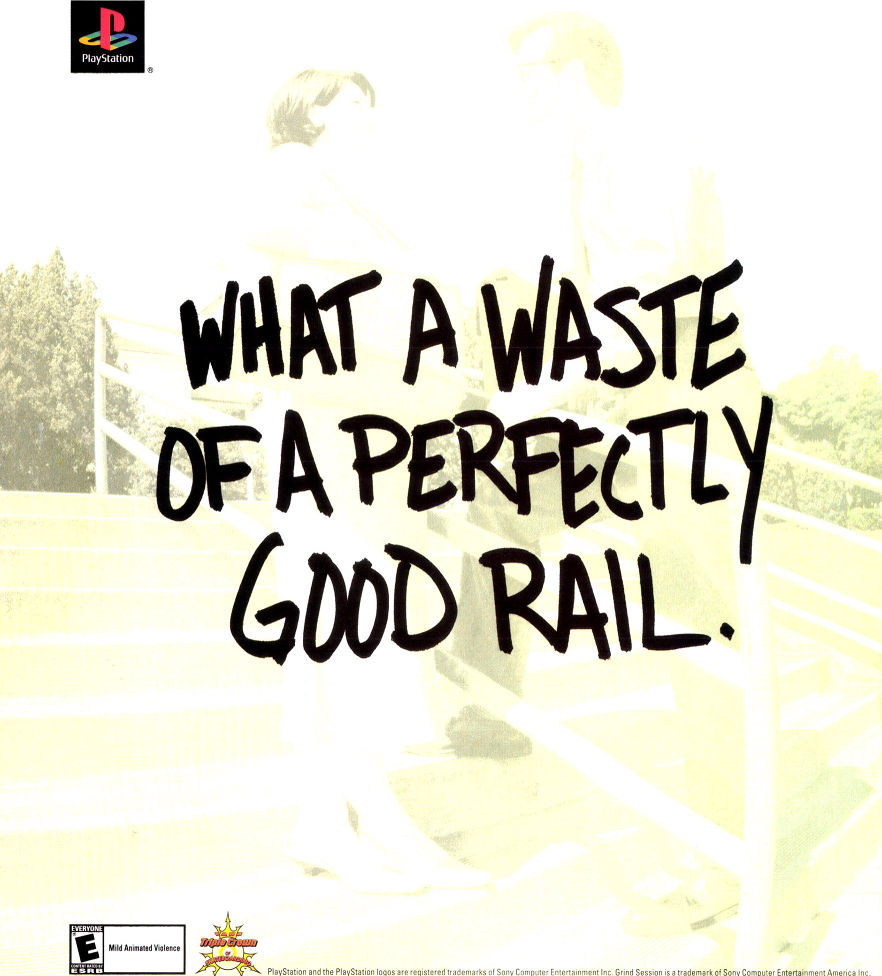
PlayStation®


PlayStation
WHAT A WASTE OF A PERFECTLY GOOD RAIL.
EVERYONE
E
Mild Animated Violence
CONTENT RATED BY ESRB
VANS Triple Crown OF SKATEBOARDING

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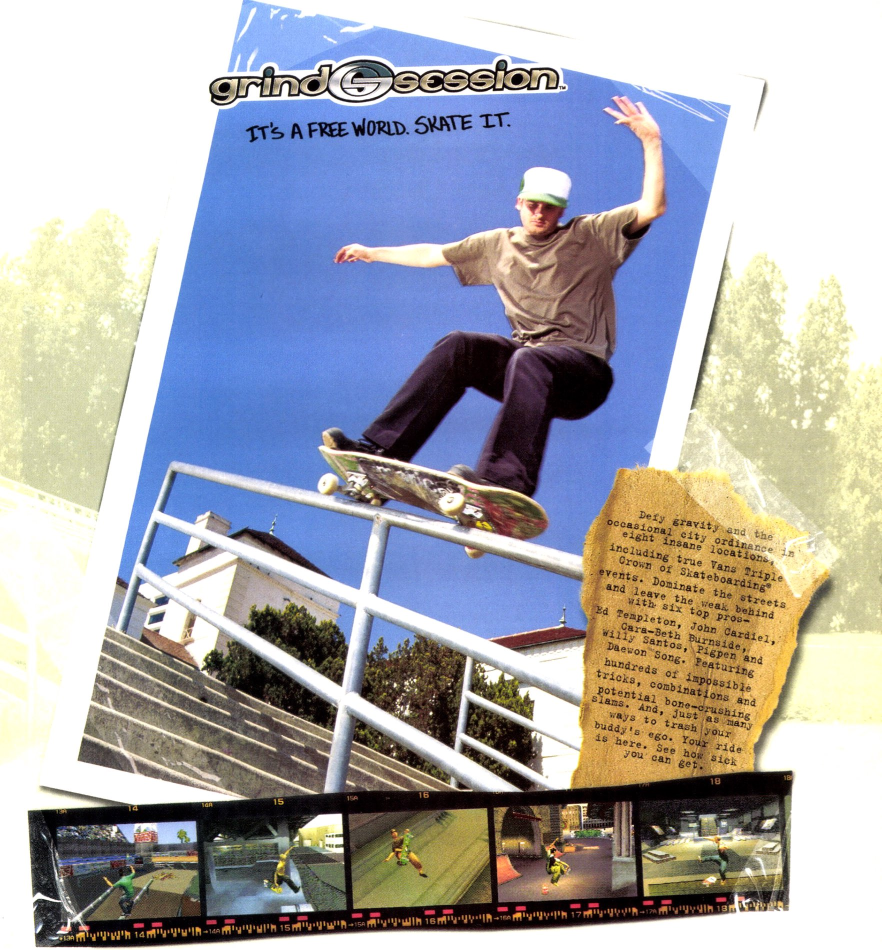
grind session™


IT'S A FREE WORLD. SKATE IT.

Defy gravity and the occasional city ordinance in eight insane locations, including true Vans Triple Crown of Skateboarding® events. Dominate the streets and leave the weak behind with six top pros–Ed Templeton, John Cardiel, Cara-Beth Burnside, Willy Santos, Pigpen and Daewon Song. Featuring hundreds of impossible tricks, combinations and potential bone-crushing slams. And, just as many ways to trash your buddy's ego. Your ride is here. See how sick you can get.

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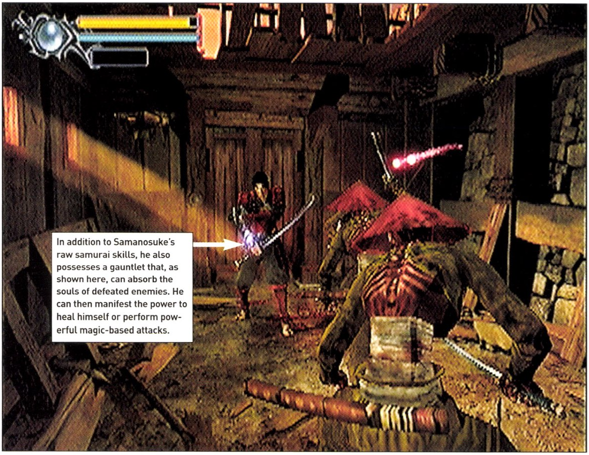
Onimusha: Warlords

The Resident Evil style heads to medieval Japan

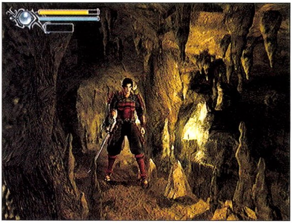
Some gamers have voiced disappointment that the first PS2 Resident Evil-style release from **Capcom** won't actually be a Resident Evil game itself. But if what we've played of Onimusha: Warlords is any indication, then everyone else out there has a lot to look forward to when the latest project of Mega Man creator Keiji Inafune debuts this **February**.

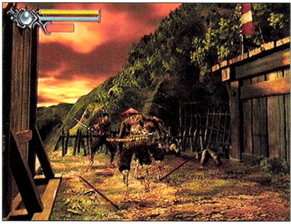
Set in 16th-century Japan, Onimusha follows the story of a warrior named Samanosuke (modeled after Japanese actor Takeshi Kaneshiro) who's all pissed off because a big pink monster with tusks kidnapped his woman. Being the noble samurai and all-around good boyfriend that he is, Sammy sets off on a quest to free her...only to find that a lot more stands in his way than a huge, girly-skinned brute. It seems that Nobunga Oda—a legendary, real-life historical figure described by a Capcom representative as the King Arthur of Japan—has somehow been resurrected after a nasty arrow through the throat (see screen on opposite page). And let's just say his return isn't based on bringing peace on Earth.

Onimusha's scenario allows for plenty of swordplay against both human and demonic foes, all set against beautiful prerendered backgrounds. Unlike most Capcom offerings of this type, though, action takes precedence over puzzle solving. Also, you won't often encounter the same setting twice, as the story leads you on a fairly linear path to various locations. The game's events are backed by the music of a 200-piece orchestra, as well—the perfect tunage for rescuing a damsel in distress.



In addition to Samanosuke's raw samurai skills, he also possesses a gauntlet that, as shown here, can absorb the souls of defeated enemies. He can then manifest the power to heal himself or perform powerful magic-based attacks.





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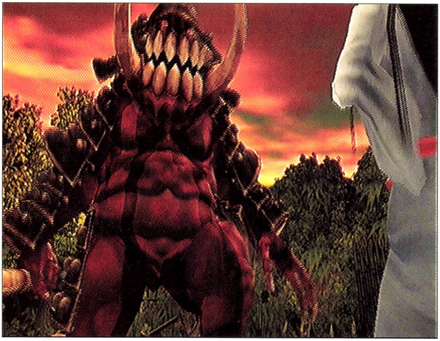
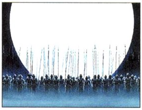
Coming Soon

December		
Army Men: Air Attack 2	3DO	Action
Army Men: Sarge's Heroes 2	3DO	Action
Carrier Morphed	Jaleco	Adventure
Disney's Donald Duck: GQ	Ubi Soft	Action
MDK 2: Armageddon	Interplay	Action
NBA Live 2001	EA Sports	Sports
Oni	Rockstar	Adventure
Rayman 2: Revolution	Ubi Soft	Action
Star Wars: Starfighter	LucasArts	Action
Theme Park Roller Coaster	EA Games	Simulation
Warriors of Might and Magic	3DO	Adventure
January		
Age of Empires II	Konami	Strategy
The Bouncer	Square EA	Action
Dark Angel: Vampire Apocalypse	Metro3D	Action
Driving Emotion Type-S	Square EA	Racing
ESPN NBA 2Night	Konami	Sports
ESPN NFL Primetime	Konami	Sports
Formula 1 2000	EA Sports	Racing
ICO	Sony CEA	Action
NBA Hoopz	Midway	Sports
NBA Live 2001	EA Sports	Sports
Oni	Rockstar	Adventure
Stunt GP	Infogrames	Racing
February		
ATV Off Road	Sony CEA	Racing
Eden	Eidos	Adventure
F1 Racing Championship	Ubi Soft	Racing
Gran Turismo 3	Sony CEA	Racing
Kengo: Master of Bushido	Crave	Fighting
Knockout Kings 2001	EA Sports	Sports
Onimusha: Warlords	Capcom	Adventure
Star Wars: Super Bombad Rac.	LucasArts	Racing
Tiger Woods PGA Tour 2001	EA Sports	Sports
March		
Dark Cloud	Sony CEA	Adventure
Disney's Dinosaur	Ubi Soft	Action
Gauntlet: Dark Legacy	Midway	Action
Gunslinger	Activision	Adventure
Sled Storm 2	EA Games	Racing
The World Is Not Enough	EA Games	Shooter
Other Q1 2001 Releases		
4 X 4 Evolution	G.O.D.	Racing
All-Star Baseball 2002	Acclaim	Sports
Disney's The Jungle Book Rn'G	Ubi Soft	Dancing
Fur Fighters	Acclaim	Action
High Heat Baseball 2002	3DO	Sports
Legacy of Kain: Soul Reaver 2	Eidos	Adventure
Legion: Legend of Excalibur	Midway	Strategy
Portal Runner	3DO	Action
Ultimate Fighting Championship	Crave	Wrestling
WDL: War Jetz	3DO	Action

Truly Cinematic

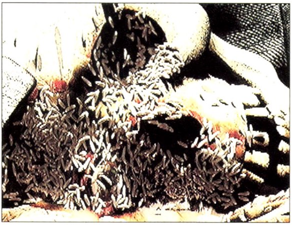
As much as Onimusha focuses on action-based gameplay, it seems as though just as much emphasis has been placed on telling a great story. Written by Flagship—the same crew behind Resident Evil 2—the tale comes to life via in-game cutscenes that occur on an incredibly frequent basis. When coupled with the amazing opening sequence detailed below, Onimusha could prove itself as the most truly cinematic game that any console has ever seen.





Maggots!

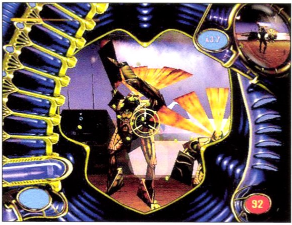
We think it's safe to say that Onimusha's opening computer-generated sequence features the best-looking maggots ever seen in a video game (right). Of course, the rest of the five-minute cinematic offers some pretty impressive visuals, as well (three screens above). A grand battle sets the stage for the adventure ahead, as hundreds of warriors fight it out so realistically that unsuspecting viewers might confuse the action for an actual Hollywood production.

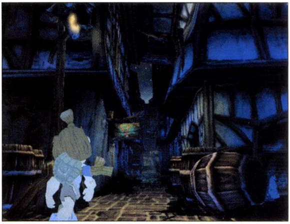


MDK2: Armageddon

Nice hat

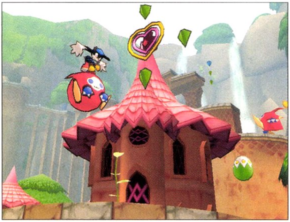
It's been three years since Kurt Hectic made his PlayStation debut, but he's about to redon his sniper helmet for an upgrade to PS2 **this month**. **Interplay**'s MDK2: Armageddon promises to deliver all of what made the first one so popular—mainly its offbeat humor and Kurt's trademark helmet that can nail an enemy in the eye from a mile away—along with the expected enhancements for a next-gen system. In fact, developer **BioWare** has created an entirely new 3D engine granting Kurt, along with Dr. Fluke Hectic and the badass six-legged dog Max, 10 levels of evil stompin' with Black Hole Bombs, Sniper Silencers and many other creative weapons.

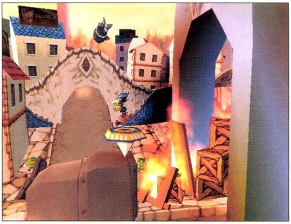




Herdy Gerdy

Starring a herder named Gerdy, this **spring** release from **Eidos** "is something that's totally and utterly different," boasts Adrian Smith, developer **Core Design**'s director of operations. Gerdy sets off on an epic quest to revive his father from an evil spell, compete in a tournament to become Master Herder, and restore goodness to the land. The action revolves around herding, but it's really about the social interaction of the 300 different creatures that inhabit Gerdy's world.





Klonoa 2: Lunatea's Veil

Namco's Klonoa embarks on his first PS2 adventure this **spring**, and now—thanks to a dose of that stylistic graphic technique called cel-shading—he's looking better than ever. Klonoa 2 continues the 3D graphics/2D gameplay action of the original; however, this 24-stage outing places a big emphasis on camera angles—if our hero in the Pac-hat gets shot up into the air, for example, the camera offers dynamic views of the action. There's even a help mode for kids.

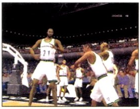
NBA Live 2001

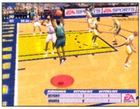
Let the *real* NBA season begin

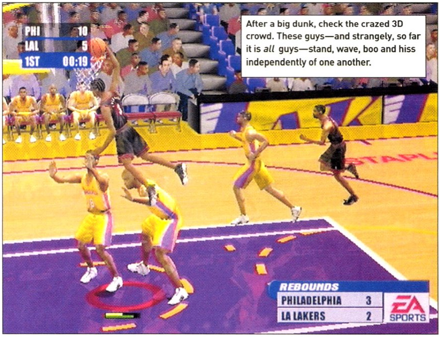
You want next-gen graphics? **EA Sports**' NBA Live 2001 for PS2, set to hit shelves in **December**, looks so good—no, it looks so *great*—you'll feel like you're watching a televised broadcast. We're talking a quantum leap over Live on the PS one. And the best part? They're keeping the game engine in place—and it still moves like a dream. "The look of the game was the most important thing for us," says producer Stan Chow. "But we're also bringing over all the great gameplay from the original Live. Where there were six moves for your inside game on the PS one, you've got 12 on the PS2. We're continuing the saga of great gameplay while continuing to add features."

The amount of detail is vexing. Since every NBAer's face was cyber-scanned along with matching hair, finding Shaq's bald melon or Spre's corn rows isn't a strain. Players' hands feature fingers instead of mere paddles for ball-handling, and when you see a guy chewing gum between free throws, realize he's showing off just one of two gum-chewing animations. Plus, this is the first year that Live has incorporated unique body types for everyone on the court—height and weight aren't the only considerations anymore. Now players can be pleasantly plump, gauntly thin or just plain muscular. Check out the guns on Kings forward Chris Webber if you want inspiration to get your needle-arms to the gym.

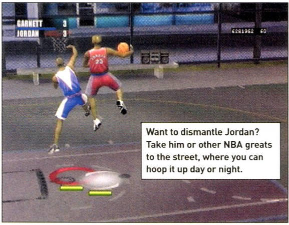
"Since January," says Chow, "it was frustrating for us to know that NBA 2K for Dreamcast was the best-looking game out there. Our goal was to be better. We should be able to surpass it."



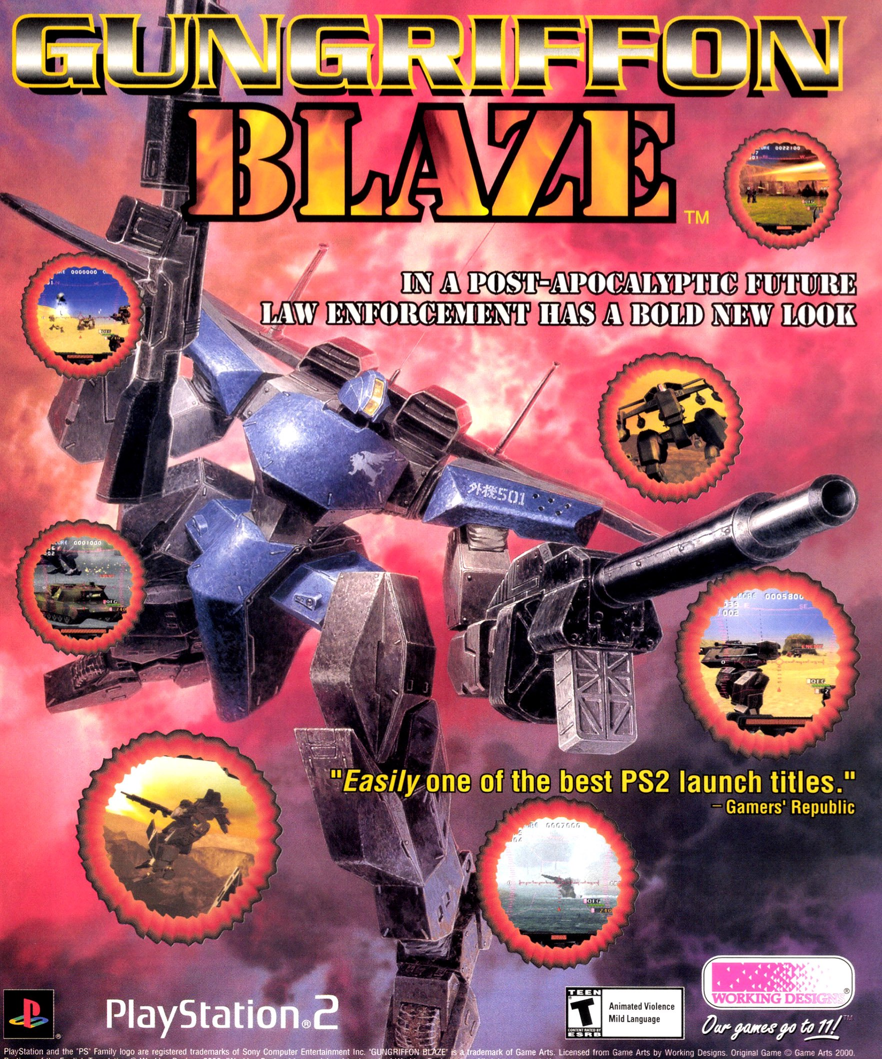




After a big dunk, check the crazed 3D crowd. These guys—and strangely, so far it is *all* guys—stand, wave, boo and hiss independently of one another.



Want to dismantle Jordan? Take him or other NBA greats to the street, where you can hoop it up day or night.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"*Easily* one of the best PS2 launch titles."
– Gamers' Republic
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CONTENT RATED BY ESRB
Animated Violence
Mild Language
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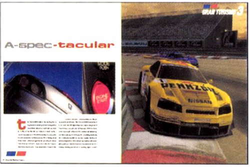
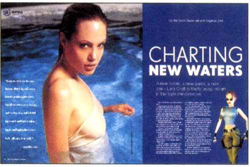
SPECIAL FEATURES


A-spec-tacular

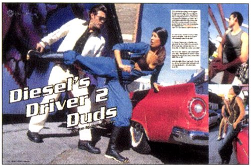
GRAN TURISMO 3 • 118

Surely one of the games you're really looking forward to next year, and certainly one of the "must-buy" games for PlayStation 2 in 2001 (along with Z.O.E., Twisted Metal: Black and Metal Gear Solid 2). We bring you armfuls of funky screenshots and a hands-on report. Excited yet? Go look...go on...now.


CHARTING NEW WATERS

ON THE SET WITH ANGELINA • 50

Special report from the movie set. What will the movie be like? Will it be just another crap game tie-in? Or a true summer blockbuster?


Diesel's Driver 2 Duds

DIESEL DRIVER DUDS • 88

We hooked up with fashion house Diesel to bring you clothes from their latest collection. Why are we doing this? Hot holiday title Driver is filled to overflowing with Diesel fashion.

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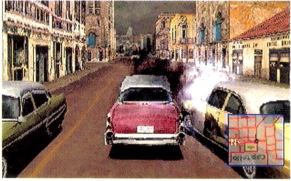
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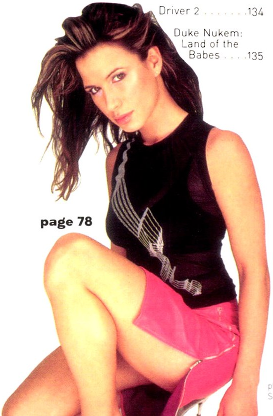
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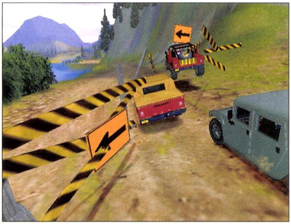
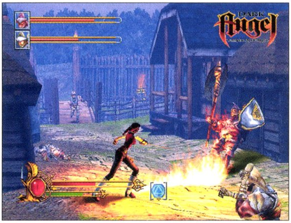
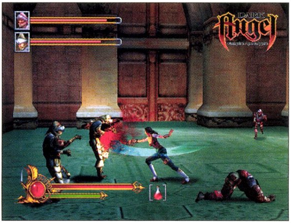
photography by Steve Sands Corbis/Outline



Test Drive Off-Road: Wide Open

If there's one thing **Angel Studios** proved with Smuggler's Run, it's that they definitely know how to utilize the PS2's power, most notably by creating large 3D environments in which you can see for miles. Well, it's all about to happen again with the developer's first attempt at the established Test Drive series. And with 16 licensed vehicles like the Humvee and Bronco—not to mention 30 courses based on actual locales—**Infogrames** certainly has us looking forward to **summer**.





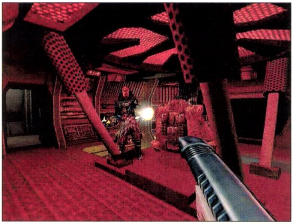
Dark Angel: Vampire Apocalypse

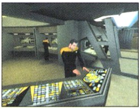
Don't confuse **Metro3D**'s Dark Angel with the one you watch every week on Fox. Set hundreds of years ago, this action/strategy **January** release centers around a heroine named Anna, who must use her special powers to cure a devastating plague set off by the Vampire Underworld. Explore ever-changing landscapes as you battle monsters of unpredictable behavior and chat with other characters who, depending on what you say, could become a friend or enemy.

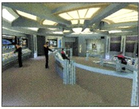
Star Trek Voyager: Elite Force

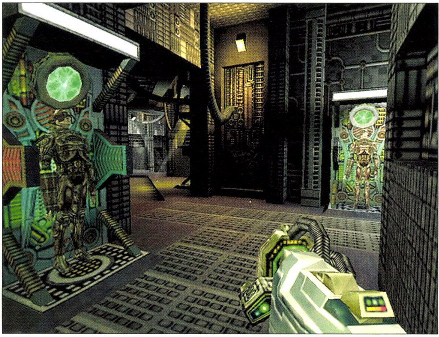
Exclusive! *Voyager* sends an away team to PS2

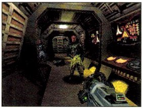
OPM is the first magazine to bring you news of this new development: **Majesco**, a company known mostly for its Game Boy releases, has secured the rights to publish **Raven Soft**'s acclaimed PC first-person shooter Elite Force on the PS2. Based on the Quake III: Arena engine, Elite Force sets players in the role of a member of Lt. Tuvok's "Hazard Squad" (sort of the Voyager equivalent of Navy SEALs), as you fight your way through eight missions of two to five levels each. Though we expect some necessary adjustments to accompany the port, a Majesco representative told us the game should remain basically the same. So expect lots of scripted events (*à la* Half-Life), lots of aliens—some new and some familiar—and plenty of nice-looking Quake-style curves (no Seven of Nine jokes, please). And best of all, you'll be able to freely roam the decks of the Voyager, with every major location represented in enough detail to satisfy even the most nitpicky *Trek* fan. Too bad we'll have to wait 'til **fall of 2001** to play it!

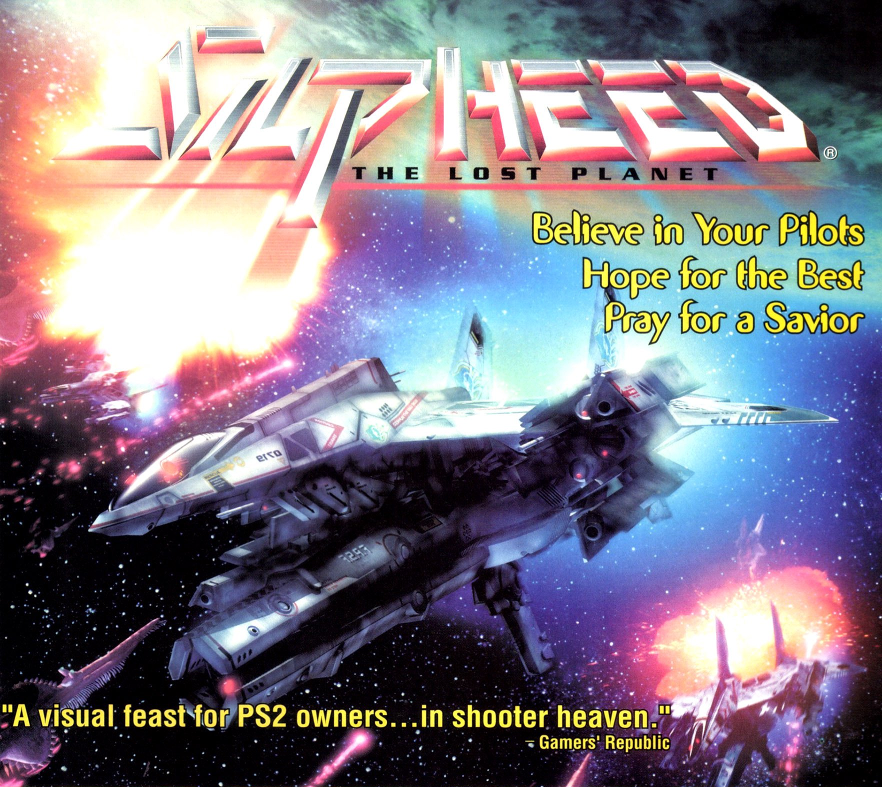








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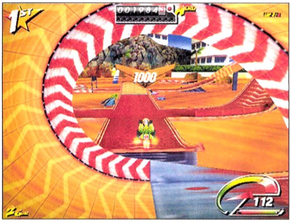
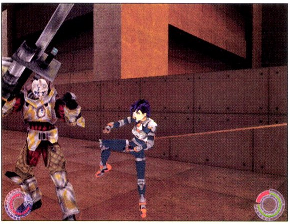
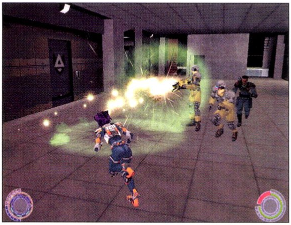


Stunt GP

Developed by the Worms-famous **Team 17**, this **January** release from **Titus** looks to give Acclaim's RC Revenge Pro a run for its money, as 16 radio-controlled cars race to the finish line across more than eight diverse tracks. As its name would indicate, the game places a heavy emphasis on performing stunts, some of which include crossovers, flyovers, 360s and loop-de-loops. You can also upgrade your car as you play through a season, better preparing it to face the stiff competition.





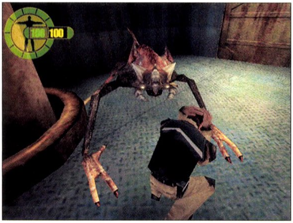
Oni

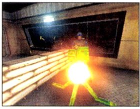
You've heard the story before: One good cop must single-handedly put an end to a good-for-nothing organized crime operation. In Oni's case, that good cop is Konoko—a "one-woman SWAT team" according to **Rockstar**—and she's out to stop a group known as The Syndicate, using stealth to her advantage. Whenever the situation calls for combat, though, this anime-inspired heroine can handle just about any type of weapon—though her fists and feet often serve just as well.

Red Faction

The Holy Grail of first-person shooters?

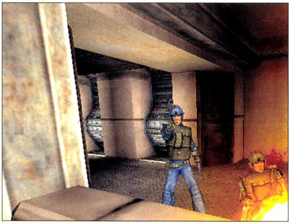
At a recent press event, **THQ** gave us some hands-on play time with **Volition**'s amazing FPS. Not only does the game allow you to blast holes in just about any surface, it also includes six different controllable vehicles, from armored personnel carriers to single-person submersibles. Advanced enemy AI and scripted events should add plenty of atmosphere to the substantial story. Watch for it **early in 2001**.

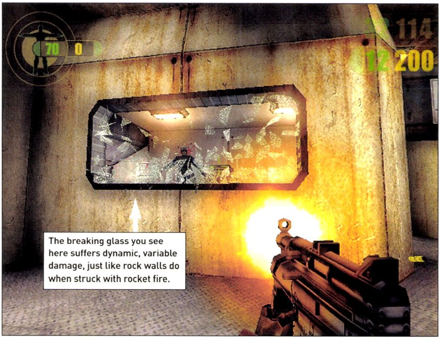




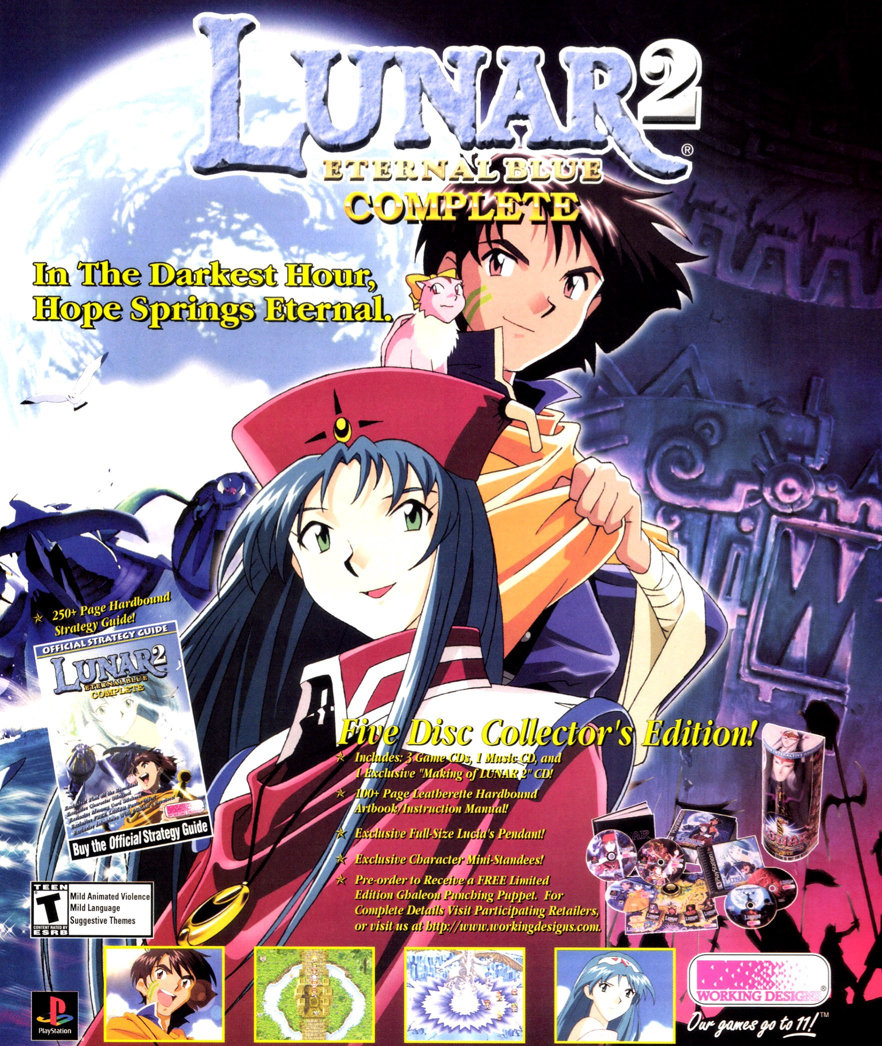
Fire in the Hole

Being able to destroy nearly everything in the environment isn't just a gimmick; Volition has built entire scenarios around this innovative feature. One mission we were shown allowed the player to blast through a rock bridge to drop an enemy tank into a deep chasm. You'll also be able to topple guard towers, redirect flows of lava or water, and even blast holes in walls or floors to open up shortcuts. It's not just propaganda—it really is revolutionary.





The breaking glass you see here suffers dynamic, variable damage, just like rock walls do when struck with rocket fire.



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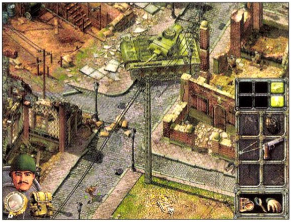
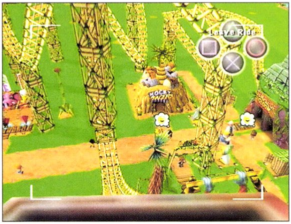
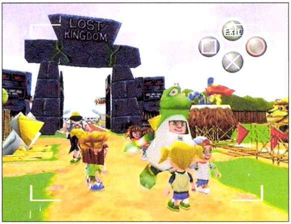


Commandos 2

Eidos' original Commandos scored favorably among the PC crowd when it was released two years ago, so it's no surprise that **Pyro Studios** is hard at work on a sequel to the real-time strategy game. Set for a PS2 release this **spring**, Commandos 2 once again places the gamer in World War II-style environments like the Bridge Over the River Kwai, and requires the utilization of team members within a squadron of army specialists to carry out missions.





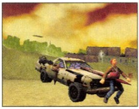
Theme Park Roller Coaster

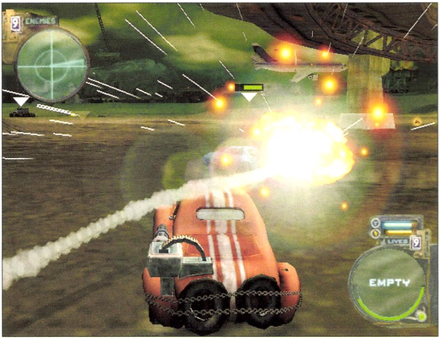
Does this new business simulation from **EA Games** look familiar? It should; it's basically a spruced-up version of Sim Theme Park for the PS one. But that's not a bad thing—**Bullfrog** appears to have done some much-needed tuning. For example, you now have the ability to go into first-person mode and walk through your park right from the start. And the Roller Coaster design engine is now much more robust. See for yourself—the game should be in stores right **now**.

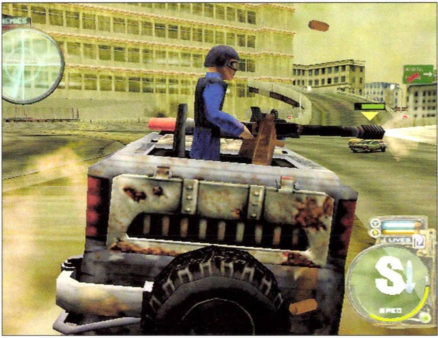
Twisted Metal: Black

Power of the dark side

We broke word to you last month about Twisted Metal: Black, a darker take on the series that could very well represent a turnaround for the **Sony CEA** franchise. The developer of the first two (and easily best) games, **Incognito**, returns to set things straight—and to put it lightly, they're making a few alterations. For example, TMB changes much of the continuity of its predecessors, including new characters and new versions of favorites from the past (remember the transforming Sweet Tooth we showed you last issue?). And what would a TM game be without some kickass multiplayer levels? In addition to your typical Deathmatch and Cooperative modes, Last Man Standing uses a system of 10 "lives"; the last of as many as four players to survive is the winner. One of the coolest things about TMB is the way you can interact with environmental ambience. See a plane overhead? Blast it. Driving past a Ferris wheel? Shoot it and watch it roll over anything in its way—opponents included. Paint it Black this **spring**.







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Coming Soon

December

Burs Trick Wakeboarding	Crave	X-Sports
Championship Motocross 2001	THQ	Racing
Championship Surfer	Mattel	X-Sports
Disney's The Jungle Book Rhythm N'Groove	Ubi Soft	Dancing
Disney's The Lion King: SMA	Activision	Action
EA Sports Supercross	EA Sports	Racing
ESPN Great Outdoor Games: Bass Fishing	Konami	Sports
Evil Dead: Hail to the King	THQ	Adventure
Gold and Glory: The Road to El Dorado	Ubi Soft	Adventure
Kasparov Chess	Interplay	Chess
Martian Gothic	Take 2 Interactive	Adventure
Rainbow Six: Rogue Spear	Ubi Soft	Adventure
Sabrina, The Teenage Witch	Berkeley	Action
Sea-Doo Hydrocross	Vatical	Racing
Vanishing Point	Acclaim	Racing

January

Army Men: Arcade Blasts	3DO	Action
Backyard Football	Infogrames	Sports
Dance Dance Revolution	Konami	Dancing
Digimon World 2	Bandai	Adventure
Fear Effect 2: Retro Helix	Eidos	Adventure
Lego Stunt Rally	Lego Media	Racing
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	X-Sports
Time Crisis: Project Titan	Namco	Shooter

Future Releases

Alone in the Dark: The New Nightmare	Infogrames	Adventure
Arc the Lad Collection	Working Designs	RPG
Batman: Gotham Racer	Ubi Soft	Racing
Buffy the Vampire Slayer	Fox Interactive	Adventure
Disney's Aladdin in Nasira's Revenge	Sony CEA	Action
Disney/Pixar's Toy Story Racer	Activision	Racing
Formula 1 2000	Midway	Racing
Fly! 2001	Take 2 Interactive	Action
Inspector Gadget	Ubi Soft	Action
Looney Tunes: Sheep, Dog 'n Wolf	Infogrames	Action
Mat Hoffman's Pro BMX	Activision	X-Sports
NASCAR Racers	Hasbro	Racing
NickToons Racing	Hasbro	Racing
Planet of the Apes	Fox Interactive	Adventure
Roswell Conspiracies	Ubi Soft	Action
Scooby-Doo!	THQ	Action
The Simpsons Wrestling	Fox Interactive	Wrestling
Superman	Titus	Action
V.I.P.	Ubi Soft	Adventure
World's Scariest Police Chases	Fox Interactive	Racing

Evil Dead: Hail to the King

Grisly, gory, gruesome...groovy

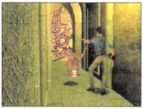
The trouble with nightmarish experiences is that they tend to leave one with, well, nightmares. At least, that's what Ash, head of Housewares at the local S-Mart and hero of Sam Raimi's cult classic *Evil Dead* trilogy, discovers at the start of Hail to the King. It seems that his three gruesome episodes have left him with nasty dreams—the kind that don't always happen at night. These nightmares turn into a real problem, so when his new gal Jenny (assistant manager, Arts and Crafts) suggests they take a trip back to the cabin where it all began, he reluctantly agrees.

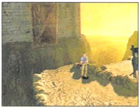
Let's just say things don't go so well from there. The lurking evil grabs Jenny, Bad Ash leaps out of a mirror, and we join a newly pissed-off Ash as he prepares to head out into the woods and save his girlfriend...and hopefully put an end to the deadite menace once and for all.

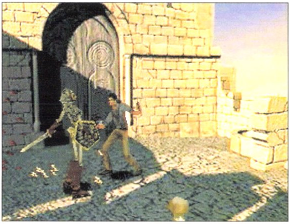
It's been a long time coming, but at last we have the chance to strap on the ol' chainsaw and walk a mile or two in the worn shoes of one of the horror genre's most unlikely heroes. But what separates **THQ**'s new adventure from the rest of the survival horror pack? Well, for one thing, the lure of the Evil Dead mythos can't be ignored. It's clear that one of the primary focuses of the development team has been to retain the personality that permeates all three of the films. To this end, Ash—voiced with perfection by Bruce Campbell himself—tosses out one-liners with abandon, and approaches other characters with his trademark flippant sarcasm in cutscenes and rendered cinemas. Locations from the films are accurate down to the deer head above the mantle; blowing drapes and moving shadows complete the tableaux. And, of course, Ash comes equipped with his chainsaw hand—other weapons include an axe, pistol, rifle and the beloved "boomstick" shotgun.

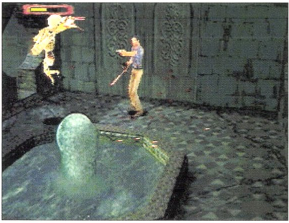
As far as the actual gameplay is concerned, it's clear that the designers weren't trying to revolutionize the genre; controls and camera angles are standard Resident Evil fare, though the ability to move about while attacking does add some freedom.

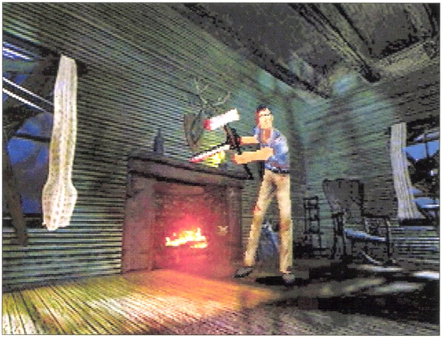
At this point, the combat leaves quite a bit to be desired, but THQ assures us all this will be tuned before Hail to the King's **late December** release. Until then, check out these scary pics.











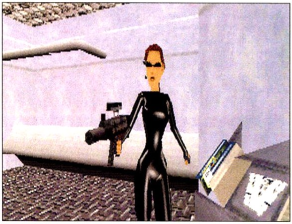
It's About Time

As the plot of Hail to the King unfolds, Ash finds himself once again transported back in time when he arrives in eighth-century Damascus to confront the man who first translated the dreaded *Necronomicon Ex Mortis* (the cause of all this Evil Dead trouble). This adds a greater than usual level of variety to the locations in the game.

Another somewhat unusual feature is the inclusion of the kind of interactive inventory system that's been largely absent since the heyday of the PC adventure. This means you'll need to combine different elements in your inventory to create or modify specific items. While these don't seem to often go beyond "insert tab A into slot B," it at least gives the illusion of added cerebral depth.

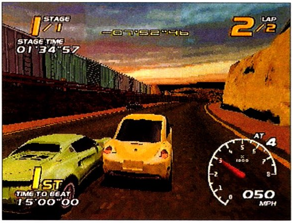
Tomb Raider Chronicles

Lovely Lara is finally getting that long-needed facelift (see page 50 for more), but until the movie and PS2 game, Tomb Raider fans can dig into yet another chapter in **Core**'s flagship franchise. In stores **now**, Chronicles takes place a few days after the end of The Last Revelation, with Lara missing, presumed dead. After a memorial service, several characters reminisce about Lara, leading to four separate flashback sequences, each with unique gameplay features.



Vanishing Point

Sure, it's no Gran Turismo killer, but when it ships in **mid-December**, **Acclaim**'s long-delayed racing sim might just serve as the closest thing to a GT3 for PS one. Developer **Clockwork Games** promises to deliver a 3D engine capable of pop-up-free scenery and huge draw distances. The game also boasts itself as the only racing title that combines licensed cars (e.g., the Ford Mustang, Aston Martin V8, Lotus Esprit and VW Beetle) with stunt-based and realistic driving.

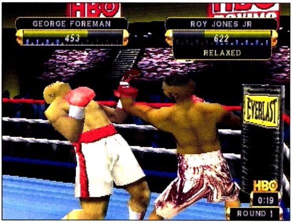


Disney/Pixar's Toy Story Racer

Activision expands the kart-racing genre to Andy's room and beyond as Buzz Lightyear, Woody and eight other characters from the *Toy Story* films zoom through 19 tracks based on movie locales. What separates Toy Story Racer from the rest of the pack, though, is its unique one-player mode, which features an entirely different "quest" for each character. Aside from racing, you can also expect to chase, perform stunts and collect items. The toys are back in town this **March**

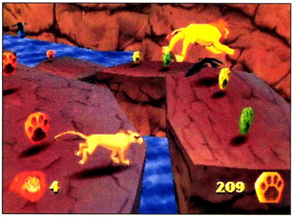
HBO Boxing

Not long ago, before all decent boxing matches were pay-per-view only, HBO was the place to turn for the best in Saturday-night brawls. Now that **Acclaim** and HBO have shaken hands, expect gameplay as solid as a George Foreman blow to the solar plexus, as the grillman himself adorns a video game cover for the first time since his KO Boxing titles. Besides the old man, though, you'll have access to a cast of other greats including Roy Jones Jr., Rocky Marciano, Ray Mancini and Joe Louis. There's also a heavyweight Create-A-Fighter, where you can customize anything and everything. Stepping into the Career Mode ring means choosing management, training like wildfire, and risking a serious ass-whipping if you let your guard down. Check out the fisticuffs **now.**



Disney's The Lion King: Simba's Mighty Adventure

Taking its basis from Disney's two *Lion King* movies (the second went straight to video), Simba's Mighty Adventure stars the young king of the jungle in a 10-level 3D-platform release from **Activision**. Gameplay often diversifies itself enough to allow for exciting wildebeest chases, guest appearances by Timon and Pumbaa, skirmishes with evil lions and several minigames. Join the circle of life this **winter**.



Dragon Warrior VII

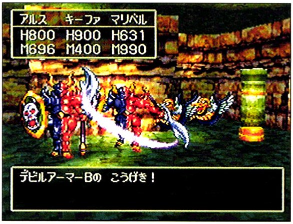
The classic RPG series returns to the U.S.!

Tradition. No single word better describes **Enix**'s Dragon Warrior VII. Sure, most new RPGs might come packed to the gills with state-of-the-art graphics, photorealistic full-motion video, dozens of minigames, and innovative new "systems" to learn and master. But at what cost? Some gamers feel this "innovation" comes at the expense of another element: fun. For those who can look past appearances, Dragon Warrior VII promises a lengthy, old-school adventure. Your character begins as the son of a fisherman in a sleepy village, but soon—you guessed it—he finds a world-spanning quest before him...

Some concessions have been made to technology, of course, with the most noticeable advancement being the real-time, fully rotatable 3D environments (think Grandia and Xenogears). While the graphics engine isn't the most impressive, the amount of detail in the environments helps compensate. And despite the new perspective, the aesthetics remain largely unchanged: Characters still march in place. Players still interact with people and places through a list of text commands. Battles are still from a first-person perspective and strictly turn-based. You might even recognize many of the sound effects from previous games in the series (our favorite: the classic "step-climbing" noise).

A few new gameplay systems are in place, though nothing out of the ordinary. The Tablet system resembles Legend of Mana's Landmake system, as the party aims to collect fragments of magical stone tablets scattered around the world. When a tablet is complete, a new continent arises from the ocean, ready for your exploration. The Job system of the past few Dragon Warrior titles returns, but the number of available occupations has increased to a whopping 54.

The massive adventure spans two discs and over 100 hours of gameplay. Potential dragon slayers can expect the game by **summer 2001**.



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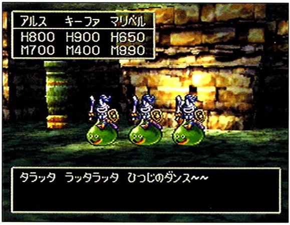
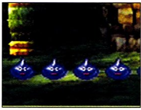


Slime Time

Perhaps character designer Akira Toriyama's finest creation, the noble slime has been a series standby since the very first game (which, as a 1989 NES release, was one of the first successful RPGs on a U.S. console system). No other RPG enemy can match its fierce, vacant stare or charming (yet sinister) smile. Thankfully, Dragon Warrior VII continues to build the gelatinous antagonist's reputation.



BANDAI®

PlayStation®

CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

DIGITAL DIGIMON MONSTERS

DIGIMON WORLD

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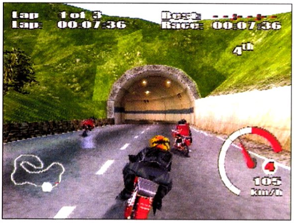
TEEN T CONTENT RATED BY ESRB

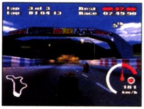
Comic Mischief

A long time ago in a galaxy far, far away...
TOTAL
TEEN
T
CONTENT RATED BY
ESRB
Animated Violence
Dreamcast.
PlayStation

Ducati World Racing Challenge

Always wanted to join the elite class of Ducati owners, but haven't had the green? Here's your chance to test-drive over 40 of the sleek Italian rockets: **Acclaim**'s Ducati World Racing Challenge. As you'd expect, the game includes all the standard racing modes (on eight different tracks), but you can also enter Ducati Life mode, where you can buy bikes and equipment, upgrade your vehicles, try for licenses and, of course, race for big cash. DWRC is available **now**.



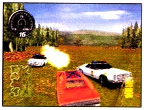


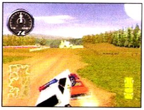
EA Sports Supercross

As if to disown last year's Supercross 2000, **EA Sports** has decided to start its motocross series anew in more ways than just a slight title alteration. Instead of focusing on stuck-in-the-mud realism as before (*too much* realism if you ask our 1.5 rating), this year's version features a decidedly more arcade-like feel—more like that of every other motocross game out there. You can also expect some outdoor courses for a change, as well as a great deal of freestyle action.

The Dukes of Hazzard II: Daisy Dukes It Out

We have to wonder if **Southpeak**'s latest Dukes game will sell nearly as well as its lackluster predecessor, which still managed to stay atop the bestseller list for months. Will those who shelled out $40 a year ago be ready to do the same for another 18 similar, more Daisy-focused levels? Or will the new car-to-car combat actually improve it? Find out for yourself **now**...or just wait for our review next month.



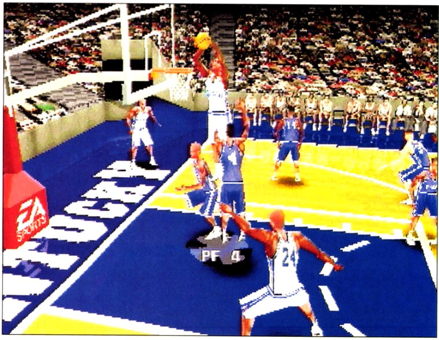


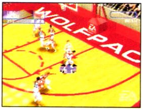
NCAA March Madness 2001

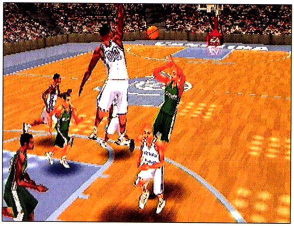
Time to bust out the Cinderella slipper

For those thirsting for more boisterousness from hyper-announcer Dick Vitale, we're sorry to report that **EA Sports**' March Madness 2001 has replaced the sultan of overexcitement with experts Verne Lundquist and Bill Raftery. As far as we're concerned, fight songs, chants, small arenas *and* Dick Vitale are all vital spices to college b-ball stew, and we hope he'll turn up somewhere else in videogameland.

As far as MM goes, last year's version garnered rave reviews, and from the early look of things MM2001 shoots to net more praise this season. The game is smoother than ever and features unlockable Dynamic Ball Control moves, like ankle-breaking dribbles. Very cool. After hard-fought on-court challenges against college hoops' finest (even 16 women's teams), you'll compete for high school recruits, watch the Top 25 ticker, and move your team from dud to stud over the years (or stud to dud with a bad recruiting class) in the Dynasty Mode. Look for all the diaper dandies on store shelves **now**.

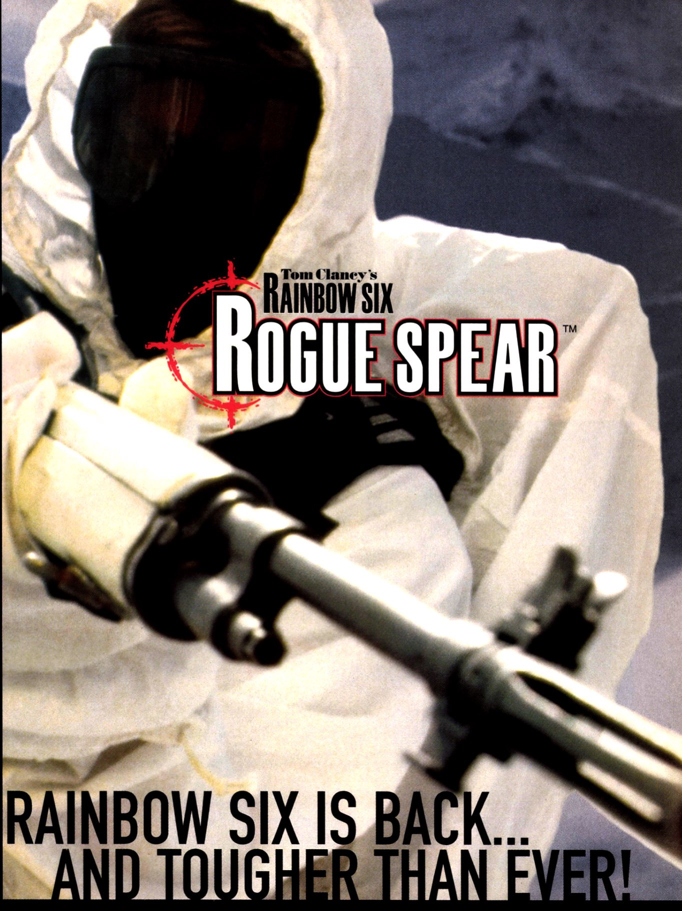






The Big Dance

No need to spend needless hours keeping up with the lengthy college hoops campaign. With the help of MM2001, we simmed a full season to find Michigan State, college basketball's defending champs, best the Tar Heels with one of the most convincing national title games ever. Mateen Cleeves might be playing for the Pistons and Mo Pete may be in Toronto, but with seven of 10 players returning, Tom Izzo's boys are revved for a repeat.



Tom Clancy's

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TEEN T CONTENT RATED BY ESRB

Realistic Violence

Animated Blood and Gore

SAFFIRE

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A-spec-tacular

MODE
PUSH
ENGINE
START

by john davison **photography by Skyra**

The Honda S2000 sits on the starting line of Laguna Seca whirring and humming with a sound that belies the beast that lies within. A blip of the throttle as it sits in neutral emits a cacophonous scream of bowel-loosening ferocity as the beast heaves down on its haunches. We're talking about torque here, ladies and germs; 153 pounds per square foot, I think you'll find. For those of you who don't understand what that means...it's all about force. Nasty, brutal, rip-your-head-off force. The Honda S2000 has plenty of it, so much that it's 235 horsepower engine can propel it from 0-60 mph in just under 5.7 seconds. Hold the throttle for any length of time and the creature winds itself up to redline just shy of 9,000 rpm. For something that looks like a fairly friendly little two-seater roadster, that's pretty damn impressive. It's a screaming banshee with a nice silver paint job. What's even more impressive is that the howling, twisting animal we're watching right now isn't

GRAN TURISMO™ 3

SUBARU
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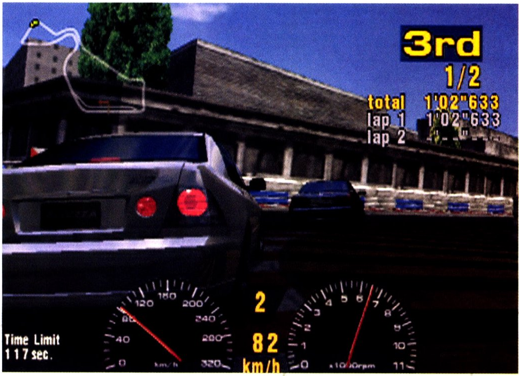
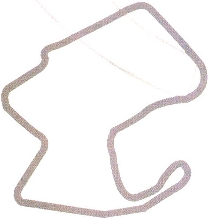


> ***"A blip of the throttle as it sits in neutral emits a cacophonous scream of bowel-loosening ferocity"***


laguna-seca

the real thing, it's simply one of the 150 or so cars in Gran Turismo 3. From the first moment we sit down to play it, we're understandably transfixed.

Originally conceived as nothing more than a fancy-shmancy update of Gran Turismo 2 with pretty graphics, this is now a fully fledged sequel. "My original plan for this title was to be released close to the PS2 launch, when it would feature 50 different cars and four racing tracks," project leader and producer Kazunori Yamauchi tells us. "It would have been positioned as a digest or demo version of the GT series for the PS2. That's why it was titled as GT2000 and not the formal name, GT3. However, as I continued to work on the game I wanted to do more and more with it. So now the game consists of about 150 selected cars and 15 racing tracks, and is strong and comprehensive enough to be called Gran Turismo 3." Hurrah and, indeed, huzzah.

Jaw-Dropping

The S2000 lurches forward as it pops into gear and screams down the opening stretch of track. Everything is silky-smooth and startlingly fast. The scenery reflects in the car's paintwork, the evening sun bathes the vista in a warm glow and, as you can probably imagine, our jaws drop with a sickening "thunk." Gran Turismo 3 is a truly stunning game. If you've been disappointed with the system's offerings so far, GT3 will allay your fears.

Always a gearhead's dream-come-true, there has been worry that the PS2 iteration of Gran Turismo would fail to deliver in the car department. Although boasting more than 150 vehicles, it's hardly the 600 or so that were originally anticipated. "We know that some people have been concerned about that," U.S. product manager of the game, Susan Nourai tell us. "Although it sounds like we've cut back a lot, it's not as noticeable as you'd expect. Pretty much all of the manufacturers from GT2 are present. It's simply the number of cars that's less. There aren't as many individual models as before."

"Some cars are not in the game due to license issues," Yamauchi clarifies, "but I chose most of the cars because I think they are suitable for the Gran Turismo series."

"We're only missing a few manufacturers," pipes in U.S. producer, Taku Imasaki. "Vector will be missing from the game, along with a few others. What you do find though is that the car list has some interesting additions, like the Toyota MR2. There are also some race-spec versions of cars that fans of GT2 won't have seen before." To

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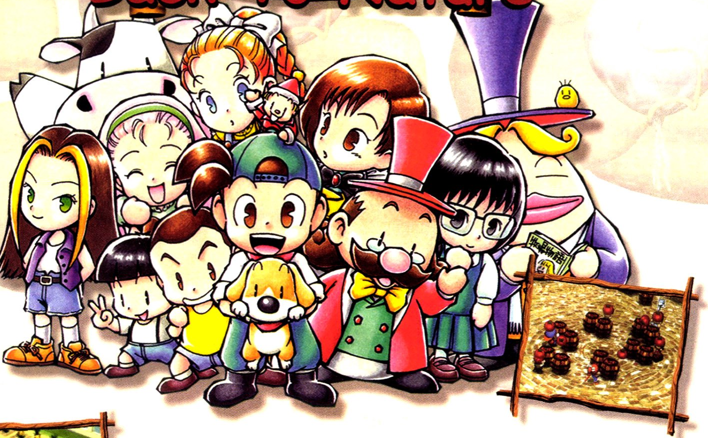
Back To Nature



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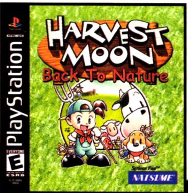

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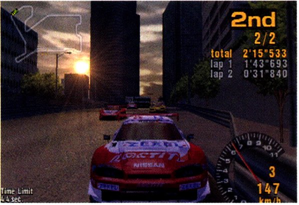
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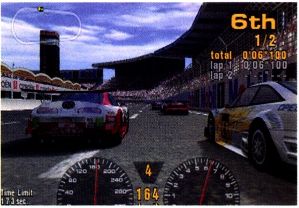
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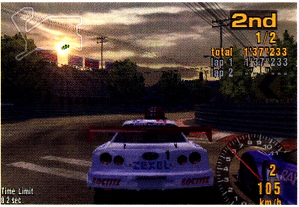
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ROOF

"The basic structure of the game is actually pretty much identical to last time."

demonstrate this, we quit out of the game, saying goodbye to the S2000 for a moment and navigate through the impressive menu system. "Car manufacturers are going to send us promotional footage of their cars to play in the background while you're navigating around," Imasaki tells us, "at the moment that's just game footage." Zipping through the car list we stumble across an unusual variation of the MR2. Sitting low on huge, wide racing-spec wheels, its usually feeble-looking Porschesque body has been squashed, flared, beefed-up and even given a coupe-style roof. Factor in the ludicrously large, de rigueur spoiler that adorns its diminutive buttocks, and it looks considerably more brutish than the hairdresser-mobiles you see on the streets, resplendent in racing decals from the Japanese series in which the real thing actually races. We select it and quickly move on to the Seattle track. Those of you familiar with the track in GT2 will no doubt recall that it looked pretty damn cool even in its 32-bit guise. After a split-second loading time we're there. The little Toyota howls as we jab the throttle and screeches through the familiar streets. As we hurtle up the hill, grab some air on the way up those endearing little humps and then slam on the anchors to make it through that disturbing right-hander, the sun glints from between two buildings and fills the screen with its glare. The only possible response to such a sight for the first time is "Wow." Hurtling down the hill with the sun in our eyes gives a perfect example of how the lighting effects are used in GT3. "All of the lighting uses a real-time rendering system," Imasaki explains. "In the past we cheated and just made it look like lighting, when really it was a simple graphical trick. This time though, the hardware is calculating all of the lighting and shadows as you go, so it looks much more realistic. All of the reflections in the car's paint are real too. Look...if you look closely you can see," he enthuses inviting us to peer closely at the screen. By golly, he's right. As we drop a gear heading beneath the underpass we can see the bridge overhead reflected in the paint. That's pretty darned impressive.

Those of you who have been paying attention to news reports online will no doubt have heard that the Japanese version of the car carries a subtitle of "A-Spec" just like the driving tests in the previous games. What's all that about then? "I call it that just because it sounds good," Yamauchi explains. Forget the rumors of some hidden agenda; apparently it's that simple. It's still not clear if the U.S. version will carry the full name, but speaking of the driving tests, how's that going to work this time? "Exactly like GT2," Imasaki explains. "The basic structure of the game is actually pretty much identical to last time. It's the technology that's different in GT3."

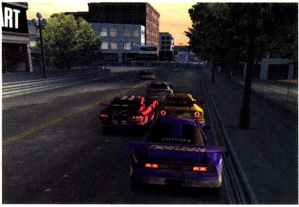
"On the programming side," Yamauchi explains, "we have been able to fully utilize the machine's power, but the artists have yet to reach that level. In future Gran Turismo games, major advancements will be the result of the artists." So it's going to look even better than this by GT4? Wow. "GT4? That's a secret for now, but when the time comes, I will let you know!" he smiles.

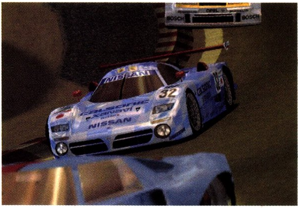
Out To Get You

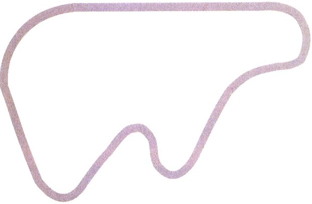
Aside from the obvious visual aspects, are there any new things we can expect to see that will affect the gameplay? "Highly calculated physics models," Yamauchi beams, "which will allow players to feel the precision and minuteness of every aspect of driving, as well as advanced opponent behavior (AI) which is sure to heat up the races between players and the CPU." When pushed on how this works, the team explains that the AI system has something of a competitive streak this time. "There's a rivalry system now," Nourai explains. "If you do something to one particular driver, he'll remember. Say you cut him off on a turn; he'll remember that and come after you later in the race."

Our demo of GT3 also involved us trying out the Logitech-manufactured racing wheel and pedal set which is confirmed for release in

midfield raceway



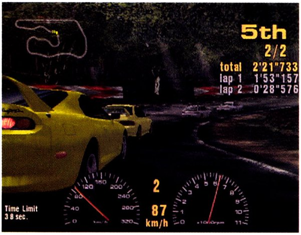


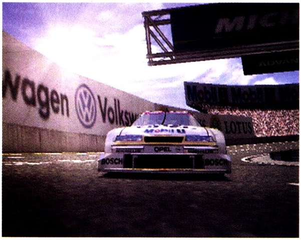


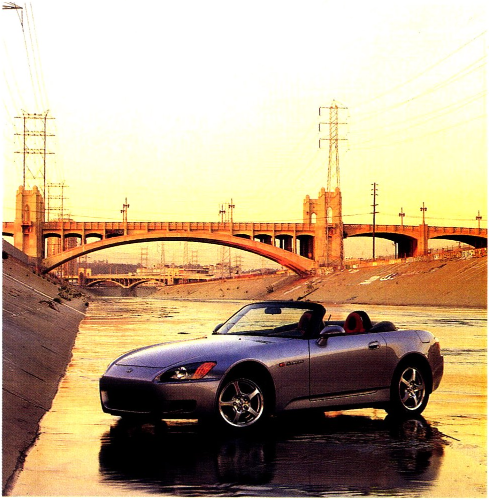
speed ring

Japan, but is yet to be announced "officially" in the U.S. "The steering wheel brings the driving game to the next level," Yamauchi smiles. "But it's not the ultimate driving game yet. Neither GT3 nor PS2 have reached the ultimate level. However, the more the hardware and software synchronize in the future, the more advanced driving games will be." That may be the case, but sitting with this fabulous-feeling force feedback-equipped wheel is pretty wonderful. It's hard to imagine a racing game right now that could possibly be better. Now if only the pedals were set into something with a bit more heft to them. Each time we apply the brakes, the flimsy plastic pedals scoot under the desk a little further. Can you ask Logitech to make 'em out of metal or something? Or maybe put some grippy stuff on the bottom so that it doesn't scoot about? "The wheel isn't confirmed at all yet, and there's a chance it may change in design," Nourai tells us with a look that says, "Don't talk about the wheel too much when you write about this" as we pause the game to slide the pedals back to a more comfortable position.

A couple of Seattle laps later and it's time to try something new. We quit out and select a Subaru Impreza Rally-spec car—one of the finest vehicles in GT2—and see what we can do with it on Trial Mountain. As with all the other tracks, it's a joy to behold, and the lush graphics really show off just how crisp and clear everything is. "Compared to other PS2 games, GT3 requires twice the amount of screen data to be drawn," Yamauchi explains. The vertical resolution is actually double that of any game released for the system so far. Despite this enormous amount of information being moved around though, the game still holds a steady framerate that never appears to drop. It truly is gorgeous. "If you'll notice," Imasaki points out, "there are some very subtle focus effects on the action." Quitting out and letting the game switch into replay mode helps exemplify his point. "The game always ensures that you're concentrating on the right thing...look," he says as all of the action around the main car gently





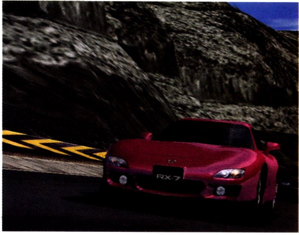


softens in focus. Check out the screenshot of the yellow Skyline at the bottom of the page and you'll see what this effect is like. See the white GT-R in front? See how it's out of focus? That's not a prerendered piece of art...that's how the game presents stuff in the replays. Cool huh? Factor in the heat haze that distorts your view of the track in places, and the promise of new-and-improved weather effects, and GT3 should be one of the first games that really shows us how the power of the PlayStation 2 can be applied to create believable, realistic effects.

What's Next?

You have to wonder what Yamauchi and his team could possibly do next. "I believe that the GT series has become the biggest automobile media in the world," he enthuses, referring to the fact that auto makers like Aston Martin have reported the positive effects of the game on their brand awareness in the U.S. "I am very glad to hear that manufacturers feel that the GT series has really helped with PR for their cars and companies. My dream is to create games where people can enjoy every aspect of all areas of the automobile industry, which would include all cars and all kinds of motor sports." Doesn't working on the same series of games year after year get, well, boring? "In general, when a hobby becomes your work, most people lose interest. However, that does not seem to apply to cars. I've heard journalists and auto racers say the same thing."

Just to veer off on a quick tangent as we close our conversation, our gossip columnist reported a few months ago that GT3 would include complete versions of Omega Boost and Motor Toon GP...is there any truth in that? "I have had that idea, but it might be difficult," he admits. Right now, it seems as though getting everything car-related into the game is what's important...and also knowing when to stop.



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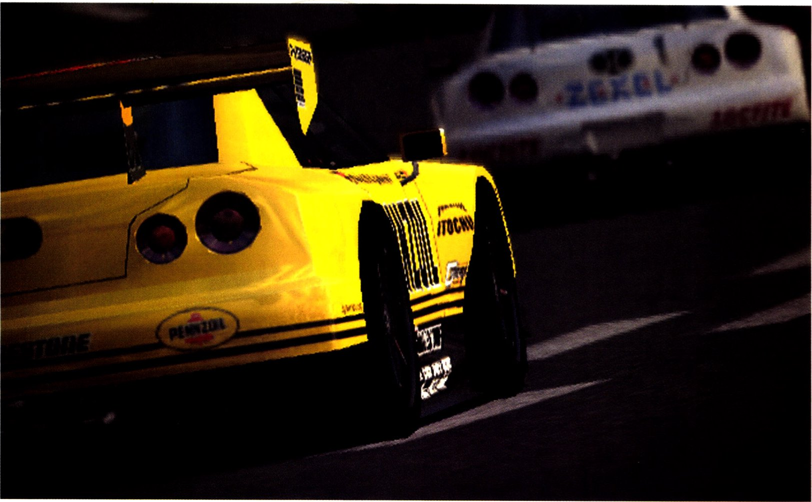

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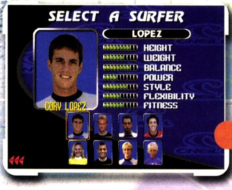
SELECT A SURFER
LOPEZ
HEIGHT
WEIGHT
BALANCE
POWER
STYLE
FLEXIBILITY
FITNESS
CORY LOPEZ

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VIPER 2

VIPER 2
TURBO
PlayStation
MODE
SELECT
START
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PLATINUM SERIES

PlayStation®

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THE FINAL SCORE

●●●●● We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

• *Greg Sewart, editor at* Electronic Gaming Monthly *and NASCAR devotee, helped us out this month with two NASCAR reviews. Greg, we doff our mesh-backed John Deere caps to you in thanks.* •

Pimping the PS2

I have a PS2. No. Wait. Let me rephrase that. I *earned* a PS2. Like many of you who didn't preorder one (and even thousands of you who did), I spent the night of Oct. 25 in a line of 130 people at my local Best Buy. Some of it was great, as I chatted it up with fellow gaming enthusiasts. But some of the experience just made me sit back and wonder, "*Why* did I decide to do this?!"

Sure, there was the expected lack of sleep—only exacerbated by the philanthropist kind enough to pump up his Eminem at a volume for all to enjoy. But as much as I cherish "songs" like "Kill You" and "Drug Ballad," there was a common discussion going on between too many people than I cared to count. I think one particularly eloquent individual said it best: "I'm gonna sell that bitch for $1,000 on eBay!"

Yes, apparently this person, along with—and I'm not kidding here—as many as a fourth of those in line, saw the release of only 500,000 PlayStation 2 units as a great opportunity to make a few hundred bucks. I like to call them the PS2 Pimps, not only because their respect for the system leads them to call it a "bitch," but also since they probably actually think PS2 is short for "Pro-Sti-2te."

As I'm guessing you may have already seen first-hand by now, the PS2 Pimps are out in force at eBay and other Internet auction sites these days. And, wouldn't you know it, they're wanting a little more than $299.99. As I write this in early November, the average going price seems to be in $600 range—but there's little doubt in my mind that this year's Furbolic Tickle Me Cabbage Patch Kid will regularly go for $1,000-plus once the holidays are in full swing (just turn on your computer now and find out for yourself). In many cases, they already have.

As early as the afternoon of Oct. 26—a day that will forever live in gaming-industry infamy—over 30,000 systems were available on eBay alone, often sold for more than $1,000. Yes, that's two more retail-priced PS2s—and then some. Not too shabby. But it's also one of the more offensive things I've seen in quite a while.

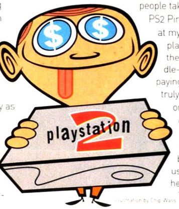


Illustration by Chip Wass

I hear some of you out there now: "It's a free-market economy, Chris. We can sell things at exaggerated figures for our own personal gain if we please." I don't contest that. But that doesn't change it from being immoral.

Think about it. The PS2 was released, for the most part, at 10:00 a.m. on a Thursday morning. One of the demographics most looking forward to the system—anyone not yet out of high school—had to play hookey in order to get their hands on one. Is that anything close to fair? Instead, the line was full of college students people taking the day off of work and the PS2 Pimps themselves—some of whom at my location managed to sell their place in line for $250 shortly before the store even opened. Further, middle-class parents might not mind paying $300 for something their kid truly wants. But $1,000 on eBay? That only satisfies the spoiled rich kids out there.

Another thing that irks me about the PS2 Pimps is the low-ball selling methods they often use. "PS2 US VERSION!!!" read the headline to eBay entry 490327559. The product description is a little different, though: "I am selling an awesome PlayStation demo disc...IN ADDITION, I will send you the link to a Web site where you can buy a PS2 for a very reasonable price." So, some poor schmuck wound up spending $51 for something you got for $7.99 along with this mag—and I'm sure the seller finds the price of the PS2 on the link to be very "reasonable."

But I just have to laugh at the hypocritical irony of entries like 486729357 (unedited): "I have had a number of auctions lately, and the high bidder was posting bogus bids!!... i would ask u to plz give bids that u will live up to. There is a very small number of people out there, but they ruin eBay for the rest of us. ok ranting over :) I have 30 PS2s." Thirty PS2s that we could have bought for hundreds less, huh? Who did you say was "ruining things"?

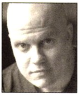
Chris Baker
Previews Editor

MEET THE CRITICS

JOHN DAVISON

Lucky enough to get his hands on a PlayStation 2, John has since been booted off the joypad by his lady friend who now plays SSX and Tekken Tag like it's her job or something. Feel sorry for him? No, we don't either.

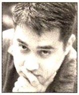
FAVORITE GENRES: Racing, Action, Adventure
CURRENT FAVORITES: SSX, Tekken Tag, Colin McRae Rally 2.0
CAN'T WAIT FOR: Z.O.E., MGS2, Red Faction, GT3, Dark Cloud



JOE RYBICKI

When Joe saw how much PS2s were going for on eBay, he actually thought about selling his...'til he realized his preorder wasn't coming in until, like, Thanksgiving. Oh, and how greedy and immoral it would have been. That, too.

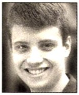
FAVORITE GENRES: Adventure, RPG, Puzzle
CURRENT FAVORITES: Sky Odyssey, TimeSplitters, Real Pool
CAN'T WAIT FOR: Red Faction, Dark Cloud, Z.O.E, MGS2



GARY STEINMAN

"Pee-Ess-Too?" asks Gary. "What is this thing you speak of?" After reviewing what's essentially a handful of 16-bit games, all thoughts of the PS2 have disappeared from Gary's mind. Plus, the ol' grump is frightened by all that talk of the "next generation."

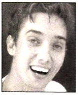
FAVORITE GENRES: RPG, Adventure, Action
CURRENT FAVORITES: Lunar 2
CAN'T WAIT FOR: Dragon Warrior VII, Dark Cloud, Z.O.E.



CHRIS BAKER

Chris has a confession to make: He let the dogs out. They were just so antsy and restless inside that he had no other choice. He deeply apologizes for his role in spawning one of the most annoying pop songs ever. You can stop playing it now. Please.

FAVORITE GENRES: Action, RPG, Adventure, Sports, Strategy
CURRENT FAVORITES: RC de GO!, Dynasty Warriors 2, Madden 2001
CAN'T WAIT FOR: Star Wars: Starfighter, Onimusha: Warlords



TODD ZUNIGA

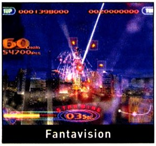
All this talk of weddings makes Todd crazy. Yes, he will someday marry. Yes, he will be a pro-mischief father. But, for now, he just wants to congratulate his now-wed best friend, who he will always carry a great affection for.

FAVORITE GENRES: Sports, Extreme Sports, Film Noir
CURRENT FAVORITES: Madden 2001, SSX, Christmas with the fam
CAN'T WAIT FOR: Onimusha: Warlords, Mat Hoffman's Pro BMX

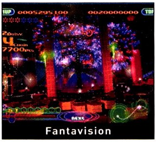
SAM KENNEDY

Sam's been a little bummed as of late: All these great RPG's are coming out and he doesn't have enough time to play them all! However, that didn't stop him from blasting more Def Leppard tunes in the office this month.

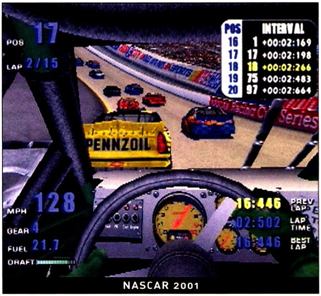
FAVORITE GENRES: Shooter, RPG, Action
CURRENT FAVORITES: Chrono Cross, Castlevania: SOTN, DOA2
CAN'T WAIT FOR: Dragon Warrior VII, Z.O.E., Silent Hill 2, MGS2



Fantavision



Fantavision



NASCAR 2001

Fantavision

Publisher Sony CEA
Developer Sony CEI
Web Site www.playstation.com

Considering this was the only first-party game at launch, it's surprising that it's one of the only games that doesn't really show the power of the system. Sure, it illustrates some groovy lighting and particle effects, but underneath **it's a pretty simple puzzle game that could be made to work on a Game Boy with some tweaking**.

So what's it about? At first glance it looks extremely complicated and a bit intimidating. The basic idea is to chain colored flares together in a fireworks display and then detonate them to make pretty patterns. The more you chain together, the more points you get. There are things that complicate matters in the form of "wild cards" that allow you to chain different colored flares together as well as bonus items to collect...but fundamentally you're just trying to keep the display going.

I've always been of the opinion that a classic puzzle game should really push you into one of those meditative "zones" that's almost trance-like as you focus entirely on the basics of the gameplay and tune everything else out. Fantavision certainly lets you do that...but the action is so fast and frenetic that if you break your concentration even for a second you completely balls everything up. Maybe it's just a little too intense? Regardless, I enjoyed it. I think **50 bucks is a bit much though**.

Final Score ●●●●
John Davison

EVERYONE E ESRB
Players: 1-2
Memory Card: 376 KB

NASCAR 2001

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

NASCAR racing appeals to a very select audience. Since your average racing fan doesn't really want to drive in circles for hours, gamers who are into that sort of thing are more likely hardcore fans of the sport. Therefore, the only way to make a truly good NASCAR game is to treat it the same way EA treats Madden: like a full-blown simulation—throw in all the real drivers, cars and tracks, great commentary, and an obnoxious amount of stat tracking.

For some reason EA can't figure that out. What you get with NASCAR 2001 is **a watered-down arcade racer with options and stats so limited it's a crime**. There's no way to track the rookie points race. The only create-a-driver option is the ability to enter your own name, and then the game assigns you a hometown, birthdate and number. The setup options on your car are a joke. The game is even missing a bunch of drivers and tracks (including Michigan and Dover, two of the greatest short tracks on the circuit).

But for the moment, let's forget all that and look at NASCAR 2001 purely from a gameplay standpoint. **The physics are actually pretty nice**. The cars feel heavy and handle like they should at speeds upward of 180 mph. As an arcade racer, it works. Too bad EA screwed it up with substandard graphics.

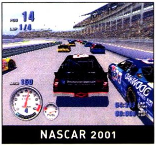
The PS2 is far more powerful than this. With only 20 cars on the track at any time (instead of the 43 that actually compete in a Winston Cup race), the game still **suffers a sickly amount of slowdown**, plus a weird interlaced mode that kicks in should you have the audacity to turn on the rear-view mirror.

To add insult to injury, EA continues to use the same horrible redneck music every year. The commentary doesn't fare much better: Bob Jenkins' updates are constantly late and Uncle Benny seems limited to about four incredibly inane phrases like "He came to work today!"

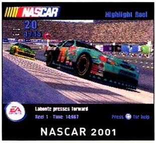
It's really too bad. This definitely has the makings of a great NASCAR game, but **EA skimped in all the wrong areas**. Until they start treating this sport seriously, their NASCAR franchise will remain nothing more than a rental at best.

Final Score ●●◖
Greg Sewart

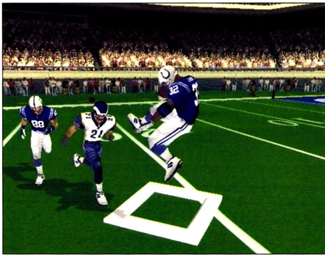
EVERYONE E ESRB
Players: 1-2
Memory Card: 411 KB

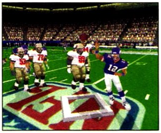


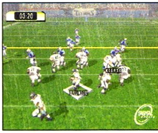
NASCAR 2001



NASCAR 2001







NFL GameDay 2001

PS2 laughing stock

Publisher Sony CEA
Developer 989 Sports
Web Site www.989sports.com

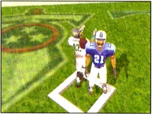
Instead of becoming livid with anger, I'm just going to laugh. After all, I love comedy. And there are those select few games that leave so much to be desired you'll not only laugh, but you'll bend over with abs clenching, tears streaming, controller barely in hand. With the PS2 launch so recently past, it's a wonder a game with such comedic fervor has already hit the shelves. And moreso, that it's a football game.

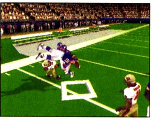
For too long my constant pleas for more humor in games had gone unheard. But with GameDay you'll encounter a never-ending string of good-hearted guffaws. **This is the worst PS2 game to hit the market.** And shelling out an unfortunately spent $50 for this crap is the cruelest joke of all.

Of the wide expanse of hysterical instances within a contest of GameDay, one of my favorite Keystone Cops moments was watching my apparently bionic QB heave the ball downfield. After being chased by a bumbling horde of linemen, all moving in careful synchronization, my right-handed QB was able to run full speed to his left and launch the ball 40 yards down the right sideline. On most occasions, these bombadiers of ball-flinging merely toss it—physics be damned!—in full stride. Better yet, most of the time **the thrown ball appears to come out of his ear instead of his hand**. Actually, I lied; it *never* seems to come out of his hand. It just floats above, magically hovering.

These flaws in simple physics actually get worse. When diving for a molasses-juking halfback, be prepared for your defender not to leap, but to be shot from an imaginary cannon. The amount of animation from crouching to a full-Superman-dive is so limited as to inspire a fit of giggles.

The crowd is another laugh attack waiting to happen. After a big play the roar of the crowd is deafening, but sneak a peek at the human noisemakers and they're just sitting there, hands on faces, bored out of their collective minds. I sympathize. And are those camera flashes coming from the ornery crowd or did





Spinal Tap's newest drummer just suffer another farcical fate?

If the diving and ball-chucking doesn't inspire you to stay away from this game, know that the receiving game is good for a hearty chortle. First, **there's no momentum**. Guys seem to be held in bounds by taut, invisible strings. How else can full-speed leaping catches lead to a sudden gravity surge that sticks your receiver glue-like to the ground?

The ball is yet another testament to GameDay's sloppiness. It's a wonder the thing doesn't unravel since it appears to be a mass of rabbit turds. Yuck.

Ahh, and the kicking game is straight out of the pages of Peanuts. Forget pull-away-the-football tactics, because the ball never touches the snap holder's hands! In fact, the snapped ball just sits on the field and lies there, happily waiting to be kicked. What a joke.

Forget about the **wacky AI, the CPU's misuse of timeouts, and the isochronal leaping by defensive and offensive players alike**. You'll have to ignore all these things to convince yourself you're playing a game of football.

Overall, this game must be a tribute to comedic genius, because it's not a legitimate football game. It's horrible in new and inventive ways. But at least it's funny. Go Madden, or go without.

Final Score ●

Todd Zuniga

EVERYONE **E** **Players: 1-8**
Memory Card: 303 KB

GAMEDAY CHAT

Dan Leahy (*XG*'s "Sports Guy") and Todd sit down for a stirring *tete-a-tete* over the year's crappiest football game.

Dan: Look at that crowd. They're so riveted they're stapled to their seats.

Todd: That one chick in the crowd is just flexing. Or is she shaving? Gross.

Dan: I love that Olympic flame kick-meter. Nice addition.

Todd: More than the ball laying flat? It's not even on a tee! OK, here comes the legendary dump pass! I wish readers could see this play. Only then would they believe it.

Dan: Pass interference?! Why didn't they call that the last five times I tackled your receiver before the pass? Oh, well; I'll take any penalty when Herman Munster shows up as the ref.

Todd: You just smacked my QB for a fumble, but that doesn't stop this game from calling it incomplete.

Dan: Check out this closeup. Everyone has a 5 o'clock shadow. And what's up with their feet? Those are the shoes worn by the ancient Yeti.

Todd: Better yet, it seems we're playing with college rules—fall down with the ball and the whistle blows.

Dan: This game sucks.

Todd: Holy crap. Go to the replay. What is that?! The ball just fell out of his hand...

Dan: Oh, sweet! It just appeared in my player's hand, like he was playing hacky-sack. First down!

Todd: I can't stop laughing.

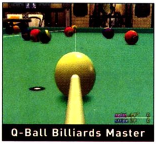
Dan: I like when I'm in the shotgun. I can't even see my QB. Uh, oh. Watch out. Going deep.

Todd: What was *that*?

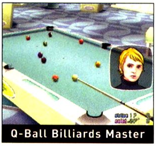
Dan: An average man would've snapped his arm in two, running left, throwing right. Wait, 2nd down? Didn't he catch that?

Todd: How could he, you dove one way and when the camera changed you dove the other.

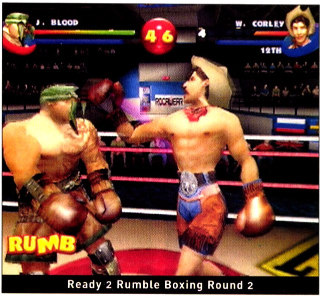
Dan: Why is my guy sliding for 10 feet when I dive out of bounds? I've never laughed so hard from playing a video game. *This* is hilarious.



Q-Ball Billiards Master



Q-Ball Billiards Master



Ready 2 Rumble Boxing Round 2

Q-Ball Billiards Master

Publisher Take 2

Developer Ornith

Web Site www.take2games.com

This month's section features not one, but *two* new pool titles. Having had a good look at both of them, I'm left wishing I could combine the two into one game. Both have strong points, but are lacking in key areas.

Q-Ball seems to me (though I'm no physicist) to be the more realistic of the two. One good way to explore the subtle nuances of this game is to turn on the more detailed guide; this will display the complete trajectory of the cue ball (including collisions with other moving balls), and will occasionally display **some surprising complexity**. For example, the angle of the rebound will change depending on how hard you hit the cue ball into the cushion, and the game even plots the slight curve that results from the spin imparted upon collision. Yow!

Q-Ball also sports an extensive training mode. Now, this may prove frustrating when the game doesn't explain in great enough detail what you'll need to do, but it is a great way to get a handle on the physics of trick shots, backspin and the like.

The biggest problem with the game is that **the interface is slow, imprecise and unintuitive**. Also, the camera is so terrible that you sometimes won't see the outcome of a shot. So while Q-Ball may be a great way for the dedicated novice to develop real-world skills, it's far from perfect for the casual player.

Final Score ●●●◐

Joe Rybicki

EVERYONE **E** **Players: 1-2**
Memory Card: 94 KB

Ready 2 Rumble Boxing Round 2

Publisher Midway

Developer Midway

Web Site www.midway.com

In a glum period in which "real" boxing is infested with Mike Tyson's ear-nibbling tactics, De La Hoya's craptastic debut album, enough misjudged fights to make the WWF look legit, and Holyfield's practice of showing up for more Braves games than fights, there's never been a better time for the bell to ring on the sequel to Midway's rambunctious and unruly cartoon slugfest. But whereas the real boxing muckety-mucks don't do anything to regenerate the energy of their troubled sport, R2R2 has tapped into nuclear plant-like amounts of electricity to power this sequel.

First off, **the game is a visual showcase**. It's glamorous, glitzy and, most importantly, seamless—a nice leap from the PS one original.

But the Championship Mode is where the game is most expanded, and brilliantly so. You'll battle through a career where you'll train to become the ultimate rumbling weapon. **The coolest part of the training is the set of minigames** that test your reflexes, timing and memory. They're a blast, but if you're short on time, you can auto-train to avoid the whole minigame rigmarole.

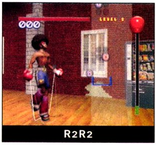
But the Championship mode isn't the only way to play the game. To unlock all the characters, you'll need to fight through the Arcade mode time and again to garner the services of the likes of Shaquille O'Neal and Michael Jackson. There are other celebs hidden, but you'll need to put in some serious time to open them up. That's probably the best thing about the game, though: the replayability. There's always a test to overcome, and when you throw a stunning hook that warps your opponent into a tornado of spins, the sense of accomplishment is justified.

There are moments when I wanted to climb to the top of a building and throw both the game and my PS2 over the ledge (oh, the blasphemy!), but I never did. The reason: When it's all said and done, **R2R2 is a really great game**. It's serves both party and solo play and it's simple to pick up and succeed. Hell, the girl I had over last Saturday (who says she's never been much into games) beat me five out of six matches. If that's not accessibility, I don't know what is.

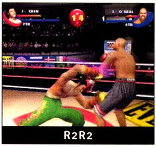
Final Score ●●●●

Todd Zuniga

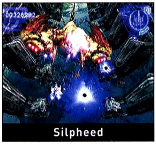
TEEN **T** **Players: 1-2**
Memory Card: 61 KB



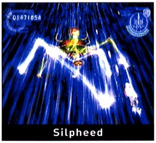
R2R2



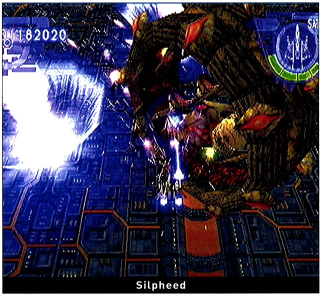
R2R2



Silpheed



Silpheed



Silpheed

Real Pool

Publisher Infogrames
Developer Takara
Web Site www.infogrames.com

As I mentioned in the Q-Ball review, I really wish I could combine these two pool titles into one game of über-pool. Here's why: Though Q-Ball appears to be a mind-bogglingly accurate pool sim, it's tough for the casual player to pick up due to its poor interface and cruel realism.

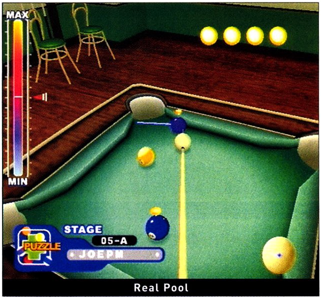
Real Pool, on the other hand, is a far more accessible game. Not only does the interface make more sense, the challenge level is much less daunting; the balls just seem to move more like you'd expect them to. This seems to imply that **the game isn't quite as precise a simulation** of all the dynamic variables involved in pool, but I'd rather sacrifice a bit of realism if it means I'm less likely to be frustrated by the outcome of nearly every turn.

The addition of a Puzzle mode is a nice touch, offering a heap of strangely shaped tables to test your skill. And Real Pool also includes more styles of play than Q-Ball, like Carom games, where the goal is to strike two balls with the cue ball in one shot (not as simple as it sounds with only three targets on the table).

But **the absence of a training mode is a big drawback**; I learned a great deal about the game by playing through Q-Ball's training mode, and so Real Pool may not be as valuable to pool fans. Still, I'd say it's the more enjoyable of the two.

Final Score ●●●◐
Joe Rybicki

EVERYONE E
Players: 1-2
Memory Card: 145 KB



Real Pool

Sipheed: The Lost Planet

Publisher Working Designs
Developer Treasure/Game Arts
Web Site www.workingdesigns.com

A good space shooter is often the best way to show off a game platform's power. Always imbued with plenty of fast action, large bosses, explosions and other such eye candy, it's easy to see why. Silpheed is a great showcase for the PS2. In fact, it's the best-looking shooter ever crafted. Unfortunately, its lackluster gameplay keeps it from being much more than exactly that: a nice PS2 graphical demonstration.

But what a demonstration it is. Just wait until you see all the light effects this disc dishes out—**you've never seen anything like it in a game before**. The enemies (especially the bosses) look pretty sleek too, and backgrounds are stunning.

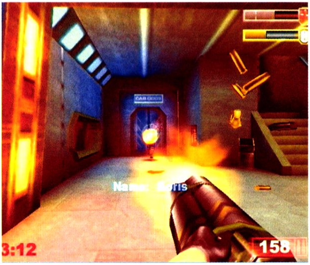
Music-wise, Silpheed is a mixed bag. There are times when you're treated to some catchy melodies, but there's just not enough overall.

But the gameplay, or lack of it, is what really hurts Silpheed. It consists of shooting and dodging enemy fire. There are **no bombs, no power-ups, no nothing**. It feels very basic.

What a shame, too. This comes from Treasure, the developers of my personal favorite shooter ever (Radiant Silvergun). Methinks they weren't given the freedom to toss in their usual brand of unique gameplay elements. Maybe next time. Still, PS2-owning shooter fans need to pick this up—if only to see what's possible down the road.

Final Score ●●●◐
Sam Kennedy

TEEN T
Players: 1
Memory Card: 65 KB



Unreal Tournament

Real disappointment

Publisher Infogrames
Developer Epic
Web Site www.infogrames.com

Ask any serious fan of first-person shooters what the most fundamental element of a good game is and you're likely to get a single, resounding response: framerate, framerate, framerate! It makes sense; if you're playing a game that requires you to run, turn, jump, aim and fire all at the same time, having a refresh rate that allows for smooth movement is pretty key. Without a reasonably solid framerate, any high-intensity firefight acquires a bizarre strobe effect, and before you know what hit you you've become a quickly expanding mass of bloody chunks.

Get the feeling Unreal Tournament has framerate issues? Well, it does. Serious ones. Now, most of the time the game chugs along at 30 frames per second; this isn't terrible for most kinds of games, but it's barely acceptable for first-person shooters. That's not the whole story, though: **With more than two or three characters onscreen the engine starts to sputter like an '89 Ford Taurus in the middle of winter** (assuming these characters are firing weapons, an activity that's, you know, pretty common in first-person shooters). Try to play split screen—even with only two players!—and the framerate drops even further. That's inexcusable for a game like this.

It's particularly unacceptable given the precedent set by TimeSplitters, which breezes along at a lovely 60 fps even in four-player split-

The enemy has your flag, recover it!
0

Azure
1
Enforcer
0

You picked up a Shock Core.

screen mode. So we know it can be done; the question is, why wasn't it done in porting one of the leading FPS titles available on the PC?

Beyond this fundamental issue, UT is a reasonably solid game. The inclusion of old-school Capture the Flag will no doubt please longtime PC gamers, and further modes like Assault (attack or defend a strategic position) and Domination (attempt to "control" certain segments of the map by triggering special icons) offer some new challenges. Assault in particular is a great idea, and it's handled pretty well: You start off each level either attacking or defending the base, and then must play the exact same level from the other side. I only wish there were more of these; this is one of the most rampant areas of custom level-building in the PC arena, and I would have loved a more hearty selection in this version.

Another nice touch is the weapon set; though it's not the largest arsenal in the genre, the addition of multiple modes of alternate fire adds lots of variety. For example, if you hold down either the Fire or Alt-fire button with the rocket launcher, you'll load up additional rockets (up to eight) for an incredibly powerful attack.

But even ignoring the framerate problems, UT is nothing special. The graphics are muddy and bland, characters are genre clichés, levels are generally uninspired (with a few notable exceptions) and the CPU-controlled bots tend to be either dumb as dirt or ruthlessly cheap (can someone explain how Rampage manages to faultlessly spot my position—and proceed to nail me with even the most imprecise weapon—even when I'm perched on a tower hundreds of feet above the ground?).

Other than the cool modes like Assault and Domination, **there's nothing Unreal Tournament does that TimeSplitters doesn't do much, much better.** Avoid it, unless you're desperate for more FPS action...and even then, I'd wait the few months for Red Faction.

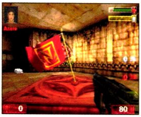
Final Score ●●◖

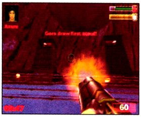
Joe Rybicki

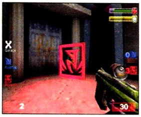
MATURE M
Players: 1-4
Memory Card: 141 KB

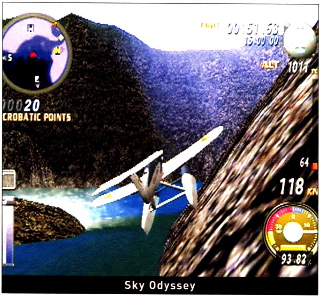
The Benefits of Variety

The one feature that may keep players reasonably interested is the variety of gameplay modes: Capture the Flag (right), Domination (lower right) and Assault (below). These are in addition to standard group and one-on-one Deathmatches.









Sky Odyssey

Sky Odyssey

Publisher Activision
Developer Sony CEI
Web Site www.activision.com

It's such a treat for a long-time fan of flight sims to have an honest-to-God flying game available at the launch of the PS2. And while Sky Odyssey is a far cry from the ultra-realistic flight sims that dominate the PC arena, it's nevertheless **a solid, entertaining and remarkably challenging game**.

First things first: If you're looking for a real challenge—and especially if you have some experience with "real" flight sims—you want to stick with the "Normal" control scheme. The "Easy" setting is for pansies and 'fraidy-cats, and in my opinion detracts from one of the strongest features of the game. With the majority of missions set in claustrophobic, Death Star trench-like ravines, nothing beats the feeling of flipping your plane on its side to squeeze through a tiny opening, and maybe rolling that puppy right over because there's not enough room to pull out of your turn otherwise.

Of course, you may find yourself whimpering back to the Control Select screen after you've got a few missions under your belt—**some of these levels are excruciatingly hard**. Take "Towers of Terror": Flying a light plane through a narrow ravine in thick fog is bad enough...but once the thunderstorms start (complete with wind and blinding rain) and these immense stone columns start falling over all around you, you'll wish that thick fog was all you had to deal with.

And the challenge isn't just piloting your plane; you'll also have to land safely on nearly every mission, no easy feat in itself. And through all this you'll need to deal with dynamic, unpredictable weather; the game boasts a surprisingly robust weather engine that varies your local flying conditions based on realistic, ever-changing pressure systems.

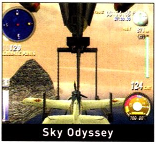
And if that isn't enough, you'll also be able to try your hand at sky-writing and precision flying in the Sky Canvas and Target modes. There's a **great deal of replay value** in here.

I just wish the graphics were a bit better; while the planes look super-sharp, the environments are rather bland, with an annoyingly limited sight distance. And all that trench-flying does get a little monotonous. While it's still a bit simple for the experienced flight-simmer, Sky Odyssey is a great diversion overall.

Final Score ●●●

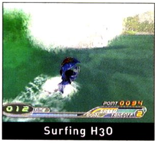
Joe Rybicki

EVERYONE E
Players: 1
Memory Card: 238 KB

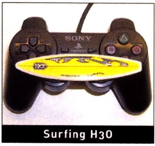


Sky Odyssey

Sky Odyssey



Surfing H3O



Surfing H3O

Surfing H3O

Publisher Rockstar
Developer Ascii Entertainment
Web Site www.rockstargames.com

Innovation is always welcome in the world of video gaming, so I really wanted to reward Ascii and Rockstar for conjuring up the nifty surfboard controller attachment that comes packaged with H3O. Unfortunately, I can't. **While the surfboard is a great idea, it does nothing to help H3O's poor controls**, which are basically just an exercise in frustration. Any innovation found in this attachment is immediately forgotten once gameplay begins.

The entire experience feels flawed—in addition to the annoying controls, you'll find little in terms of gameplay objectives. You're given a handful of areas to surf in, but it doesn't really feel like there's much variety. It would have been nice to see different modes, such as a trick mode or a speed mode. You know, at least *something* else. There are unlockable characters and areas, but it really doesn't feel like enough.

Graphically, the game is pretty average. The waves don't look too bad, and there is some nice lighting here and there. But the camera needs work; all too often you can get lost inside of waves. Aurally, things aren't bad, thanks to a decent selection of alternative music.

But the one thing I just couldn't get over in the game is how slowly everything moves. While playing, I found myself constantly thinking about how much fun I wasn't having.

Final Score ●●

Sam Kennedy

EVERYONE E
Players: 1-2
Memory Card: 304 KB

107
AUTO-CIRCLING TARGET ACQUIRED

Army Men

Army Men

Army Men: Sarge's Heroes 2

Publisher 3DO
Developer 3DO
Web Site www.3do.com

Another month, another Army Men game. But I have to admit that the justification for this onslaught of apparently similar games is finally becoming clear to me. Having played Air Attack, World War LSA and this game in short succession, I've come to realize that they really are very different games.

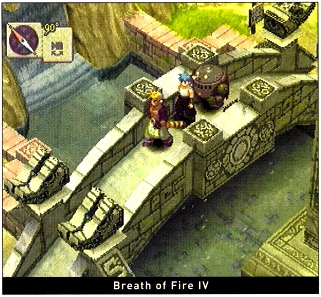
Specifically, Sarge's Heroes 2 is **a far more action-oriented game** than the gritty combat sim that is World War LSA. Where Land, Sea, Air had nothing but realistic WWII-era weapons, vehicles and enemies, SH2 throws in power-ups, graveyards (complete with zombies) and apparently magical rapid-fire crossbows. It makes for a much quicker fix than LSA, and the lighthearted action feel makes it somehow easier to stomach the inevitable host of bugs (and I'm not talking about the aforementioned graveyard's giant spiders here). Perhaps that's because you're not putting as much concentration and effort into the game, so when you suffer a cheap death due to **graphical glitches, targeting problems, mysterious immobility or the absolutely awful controls**, it's not that big of a deal—at least not as much.

As you might have gathered, this isn't to say that Sarge's Heroes is a particularly *good* game...it's just that it's easier to ignore its many flaws. It should prove a fair choice for rental.

Final Score ●●◖

Joe Rybicki

Players: 1-2
Memory Card: 1 block



Breath of Fire IV

Breath of Fire IV

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

Capcom's Breath of Fire series has never commanded as much attention as the quests from such well-known RPG developers as Square or Enix. And rightly so—the BoF games are widely regarded as mediocre and devoid of innovation. BoFIV attempts to change all that, with some flashy new graphics, new combat ideas and a more involving story. The result is a fine RPG, but **still nothing near the brilliant efforts we've seen from other RPG makers** in the past year.

As in the previous PS one installment, BOFIV uses a mixture of 2D sprites and 3D polygons. The effect is pulled off nicely, and it can easily be said that BOFIV is one of the better looking RPGs for the platform. Everything is a lot more detailed than in part III, and characters animate a lot better this time around. Another neat visual addition is the crafty camera work which can often add lots of dramatic effect to a scene. Along with the graphics comes an equally solid soundtrack. Nothing screams brilliance, but every tune fits nicely.

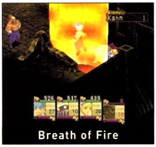
Where BOFIV really impresses is in its new combat additions. As in Chrono Cross, you're given the ability to choose the order in which characters will attack. Even better is the ability you have to swap in party members during battle. You'll have party members in your front line who are performing the actual fighting, but you'll be able to swap in party members from your back rows when needed. What's especially cool about this is that party members in the back rows can rest and earn back status points, which adds a cool element of strategy. Also similar to Chrono Cross is a new combo system, which allows characters to throw spells in a row which combine.

BOFIV doesn't come without some irritations, though. One thing that I personally couldn't stand was **the abundance of battles in areas that require exploration**. Another annoyance was that areas were often not set up for you to easily navigate or view them. But the worst aspect of BOFIV is its insane abundance of minigames. Some were fun, but others felt like a complete waste of time. If you really like minigames, this is your RPG. Still, overall it's a solid effort from Capcom.

Final Score ●●●◖

Sam Kennedy

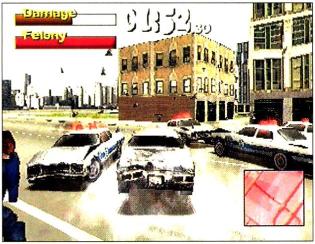
Players: 1
Memory Card: 1 block

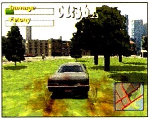


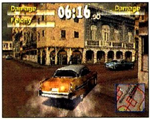
Breath of Fire

Make Goo Bandit

Breath of Fire







Driver 2

The wheelman has issues

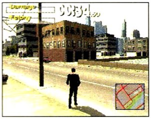
Publisher Infogrames
Developer Reflections
Web Site www.infogrames.com

Driver officially ruled. It was a groundbreaking, spectacular classic that changed the rules for driving games on all systems. It's since been copied, ripped off and borrowed from, but it still remains a shining example of innovation. It also had some fairly major flaws that desperately needed fixing if there was ever to be a sequel. So did they manage to do it? Well...kinda.

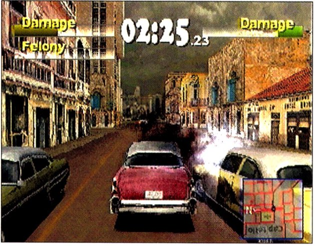
The new game isn't perfect by any stretch of the imagination, and while it still suffers from some problems, **the underlying vibe of the whole experience is even better than in the original**. The majority of this has been helped by the change in the structure of the game. Whereas the original relied on you selecting from messages left on your answering machine, Driver 2 is a much more linear affair. What it lacks in freedom, it certainly compensates for in pace. The sense of progression is much stronger this time, and you certainly get a chance to identify with the characters more readily.

As before, the "missions" vary in style from scene to scene. Sometimes you're racing around the streets chasing bad guys, sometimes you're working surveillance and have to tail someone, and then there are those times when you simply must get from A to B as the entire police force tries to ram you off the streets. The variety really helps set up the Starsky and Hutchiness of it all and I have to say that if **I were rating this on atmosphere alone, it would get five discs, easy.**

So what's wrong? Well, for a start it's probably a far too ambitious project to be implemented on PS one. There are times throughout all of the levels where you can really tell that it's putting an enormous strain on the poor little gray box. Hopes of slowdown and pop-up being eradicated are immediately dashed the



Damage
Proximity
00:51 13



Damage
Felony
01:47.10

Damage
Felony

first time you see an entire street leap out of nowhere in front of you. You can't fault the level of detail or the glorious way that the cities have been rendered (Chicago is believably Chicago-y, believe me) but **it really hammers the PlayStation when there's a lot on screen**. High-speed chases that should evoke scenes from *Bullitt* or *Ronin* end up being stodgy and slow.

Then there's the difficulty level, which—having just put the joypad down after an hour of trying to finish a relatively simple level—I have to describe as just plain stupid. Maybe I'm just all emotional and angry because I can't do it...but **this is way too hard**. All I'm trying to do is drive through the city and get to a location. You'd think that it would be pretty simple, but the combination of the slowdown with an AI that was apparently modeled on a criminal psychopath with a death wish makes it nearly impossible. The bad guys really don't have a problem ramming you off the road and slamming you into a wall. And when they team up with their buddies it's worse. I'm all for apparent intelligence in CPU opponents...but **I got the distinct impression at one point that my PlayStation really did want to kill me**.

When chasing a bad guy, the game will very often freak out and tell you that you've "lost him" even when you can still see the guy's car in the distance. Upon doing so it ends the level, reloads and then makes you sit through the brief cutscene (which you can't skip) before playing again. I sat playing this with Ryan from *EGM* one afternoon and we were both screaming and pointing to the screen. "What do you mean!?! He's there! No!"

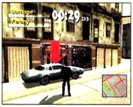
Despite all of these niggles though, **I can't help but really like Driver 2**. Sure, it's annoying as hell, but after all that I still want to know what happens at the end of the story. I still want to soak up the atmosphere and pull off wicked maneuvers in those cool '70s cars. I still want to try the Survivor mode again and see how long I'll last, and I still want to play the two-player mode with someone who can really get into the spirit of the game.

Final Score ●●●●

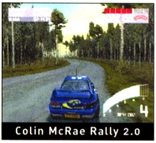
John Davison

TEEN T **Players: 1-2**
Memory Card: 1 block

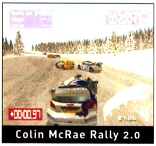
GRAND THEFT AUTO



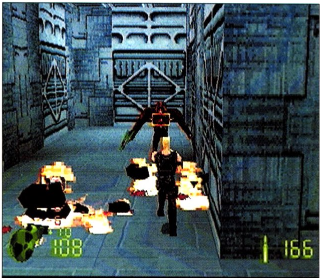
Originally it was thought that the game would include some 3D action elements where you get to run around on foot. This isn't the case. What you do get though, is the freedom to jump out of your car at pretty much any point and steal any vehicle that's stationary. Can anyone say "Grand Theft Auto?"



Colin McRae Rally 2.0



Colin McRae Rally 2.0



Duke Nukem: Land of the Babes

Colin McRae Rally 2.0

Publisher Codemasters
Developer Codemasters
Web Site www.codemasters.com

No one seems to believe me around here when I tell them that I think this is one of the greatest PlayStation games around. They look at me with this bewildered look and mumble something like, "But it's a rally game. Who gives a crap?" Me. I give a crap. That's who. If backed into a corner and forced to proclaim my love for this game, I'd have to say that it's probably up there with GT2 as **one of my all-time favorite racing games of all time**. No, really. It's that good.

Sure, it doesn't quite offer the variety of cars that you get from GT, but it does give you an unprecedented feeling of control over those that are simulated. If your previous rally game experiences have been tainted by the over-sensitive twitchiness of V-Rally, try to set those fears aside. There are few games around that feel as "right" as CMR2.0.

It all starts the first time you try out a quick race. You hear a satisfying pop and crackle from the highly tuned engines in each of the cars. Pull away from the beginning and you can almost feel the torque as you hold the car on the brink of peeling out of control. Lean into the first corner, blip the throttle and apply some opposite lock, and the car slides gracefully through. A few quick jabs on the brakes to control the slide and then full power to the engine and you're through. It's **an immensely satisfying sensation** that pushes you to try to pull off perfect maneuvers each and every time. Couple this with the aural assault of the engine and the constantly changing feedback from the road surface that shudders through the Dual Shock, and you have **the perfect rally experience**.

As you'd expect, you get all of the racing modes that come standard in a game such as this. There are no particular surprises in the way that it's structured, but it's the execution that's so impressive. Hell, even the options screens are beautifully put together with some lovely fonts and extremely clear icons...the game just reeks of class.

It's such a shame that rallying isn't more popular in this country. Because of the niche appeal, it's sad to think that a game of this calibre will be overlooked by so many people and ultimately not sell very well.

Final Score ●●●●●

John Davison

EVERYONE E **Players: 1-2**
Memory Card: 1 block

Duke Nukem: Land of the Babes

Publisher Infogrames
Developer n-Space with 3D Realms
Web Site www.infogrames.com

"Come get some."..."Who's your daddy?"..."Hail to the king, baby."... Even though he totally ripped off lines from Bruce Campbell's Ash character in the *Evil Dead* films, most gamers of the mid-'90s absolutely loved Duke Nukem. Along with some gratuitous carnage, his laid-back, do-it-for-the-ladies attitude gave first-person shooters like Duke Nukem 3D the personality missing from the Dooms of the world. But **let's face it—the whole thing is getting old now**. No, check that. It *is* old now. Seemingly cognizant of this fact, n-Scape has made sure to include even more curvaceous, Croftly-bosomed female characters than ever before for the latest Duke adventure, hoping that plenty of huge breasts will make us think better of an otherwise mediocre game. It's too bad that that method is old already, as well.

Basically, if you played Time to Kill a couple years ago, you can think of Land of the Babes—Duke's trip to a future of Earth in which all men have been slain by an alien race, with only he and the Unified Babe Resistance to stand in their way—as an expansion pack. Use of **the same engine results in the same action and the same lackluster graphics and framerate**. The game's puzzles often involve your standard "find an item so you can use it here" fare, which is fine at first, but it often grows tiring if you've used up your continues and must play through an entire 20-minute mission again. And the two-player Dukematch mode? Don't bother. Even though the option of first-person mode exists (in which use of the RPG weapon actually blinds you—I kid you not), it just lacks any sense of competitive fun.

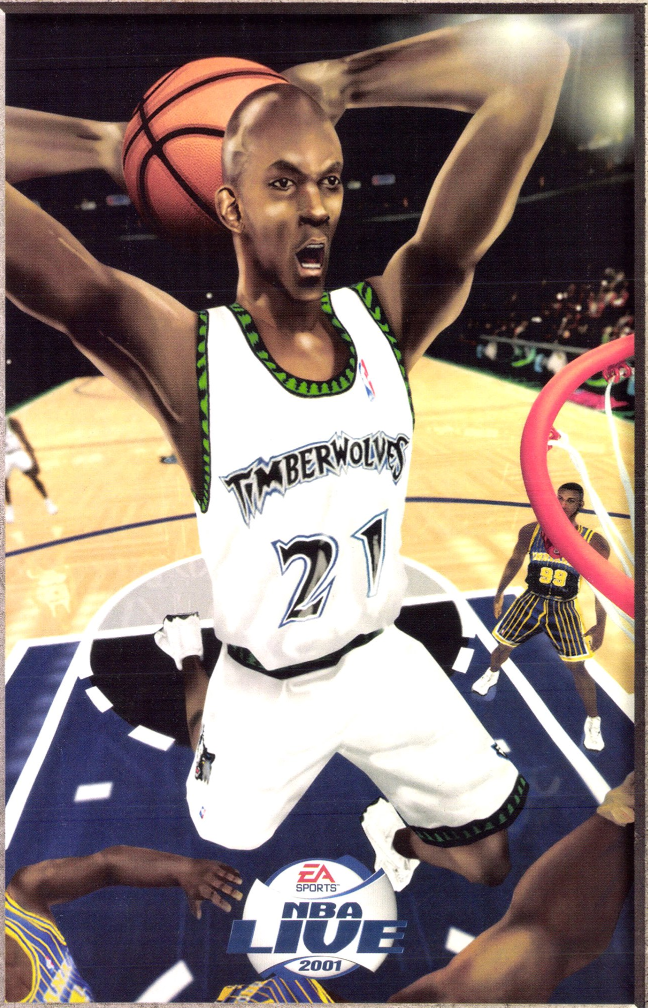
The game does have its bright spots, though. You can utilize a huge arsenal, for instance, through **some interesting mission locales**, like outer space and even underwater. I was also amused by Duke's "Ego Meter," replacing what most games refer to as a health bar. And, despite his tired Dukeisms, the big guy just might make you laugh on occasion.

In the end, you could do worse than to spend 15 to 20 hours of your life playing through LotB. But then again, you could certainly do better.

Final Score ●●◖

Chris Baker

MATURE M **Players: 1-2**
Memory Card: 1 block



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PlayStation 2

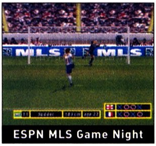
PC

nba.com

OFFICIAL LICENSED PRODUCT

EVERYONE
E
CONTENT RATED BY ESRB

Emperor's New Groove



ESPN MLS Game Night

Emperor's New Groove

ESPN MLS Game Night

The Emperor's New Groove

Publisher SCEA
Developer Argonaut
Web Site www.playstation.com

Ah yes, here's a video game based on a movie license that isn't half-bad. It captures the spirit and flair of the movie, so it will definitely appeal to fans, but it also features solid enough gameplay to entice gamers who have no interest in the movie.

I was pleasantly surprised at how well Sony and developer Argonaut were able to deliver the same sarcastic tone of the movie into the game. In fact, I was surprised at the extent they took it to—**here's one game that totally doesn't take itself seriously**. I'll admit to having chuckled at some of the gags that made fun of traditional video game elements and shortcomings. What's also really cool is that between stages you're treated to scenes from the movie. The digitization was really good, as the FMV looks really nice.

The game's graphics are good (it uses an enhanced version of the Croc engine), and the music is very upbeat and jazzy. Actually, the music and sounds were my favorite aspects of the game—they often perfectly augment the humorous on-screen action. Controls are spot-on as well.

Unfortunately, the gameplay is a mixed bag. While there is a good amount of diversity with its many stages, **a lot of the platforming elements are rather elementary**.

Overall, it's like Spyro, but not quite as fun. Still, fans of platformers and the movie alike should enjoy it.

Final Score ●●●◖

Sam Kennedy

Players: 1
Memory Card: 1 block

ESPN MLS Game Night

Publisher Konami
Developer KCET
Web Site www.konami.com

It's such a shame when a big franchise that we've all come to know and love fails to meet expectations. It seems that since Konami hitched ISS Pro with its ESPN license, things have been going downhill. This is the second game we've reviewed this year under that particular banner, and it doesn't particularly impress. That's not to say that it's a very bad game...it certainly isn't. It's just that while FIFA has romped ahead and broken new ground with simulating the sport, Konami seems content to provide us with a more arcadey and simple experience.

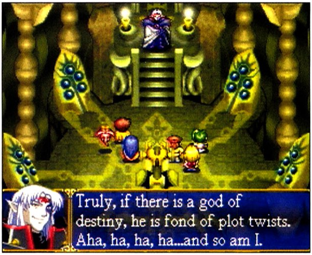
At first glance you'd be hard-pressed to place MLS Game Night; **it could be any Konami soccer game from the last three years**. If it weren't for the licensed teams from the MLS league joining the 53 international teams you'd have a hard time finding much of a difference.

Control is perfectly adequate, but **you don't get the feeling of being totally in command of the ball** the way you do in FIFA 2001. The passing game is a little scratchy (you're better off passing into space than letting the pass system decide where the ball goes), and the CPU AI seems to be a bit suspect in places. If you've played plenty of soccer games you'll be able to run rings around the game in one-player mode and you'll soon crave the challenge of a human opponent. Not exactly spectacular.

Final Score ●●●

John Davison

Players: 1-4
Memory Card: 1 block



Truly, if there is a god of destiny, he is fond of plot twists. Aha, ha, ha, ha...and so am I.

Missing Link
Control

Lunar 2: Eternal Blue Complete

Classic gaming never goes out of style

Publisher Working Designs
Developer Game Arts
Web Site www.workingdesigns.com

Some RPGs simply blow you away right from the start. Maybe they've got eye-popping graphics or stunning FMV sequences. Or maybe they offer something unique, innovative, never seen before.

This is not one of those games.

In fact, nothing about Lunar 2 will grab you by the shoulders, kick you in the gut, and leave you reeling for breath. Why? First off, it's a remake of a 16-bit classic, so **don't expect the graphics to come close to what we've all grown accustomed to**. And the gameplay...well, it's about what you'd expect from an RPG. Go from town to town, explore dungeon after dungeon, fight tons of enemies, slog your way through boss battles. Not exactly a radical departure here.

But, wait! Before you move on to the next review—and before I get strung up and lynched by a legion of rabid hardcore Lunar fans—let me tell you that despite its limitations, Lunar 2 still stands far above many of today's "modern" RPGs, offering a delightfully refined gaming experience. And thanks to Working Designs' able efforts, the game has **some of the best writing ever in a console RPG**.

Full of subtle adult humor—along with not-so-subtle innuendos, puns and pop-culture references—Working Designs' translation flows effortlessly. The story itself is a nice mix of picaresque adventure, budding romance and developing friendships that never gets too heavy from the weight of all the underlying themes. The frequent anime cutscenes are charming enough to win over even a notorious anime-hater like me. Also noteworthy is the likable (but B-movie quality) voice-acting.

And then there's the battle system. At first glance it looks simple enough, with an easily navigable interface and limited commands. But that surface simplicity belies **a deep system that requires strategic thinking and careful choices**. You'll have to plan every hit, spell or defensive maneuver to take full advantage of your placement, movement and speed. Enemies also animate differently depending on what attack they're about to unleash, allowing you to better plan your moves. And best yet, absolutely no random battles!

It's too bad Lunar 2 suffers from a few problems, like **frequent slowdown and long battle load times**. I also wish Working Designs put as much care into Lunar 2 as they did with its predecessor. In the first PS one Lunar remake, for example, almost every character had something different to say the second time you approached them, but in Lunar 2, a much greater number of the NPCs only parroted back what they had just said. Still, these are relatively minor gripes.

So it's not a revolution in gameplay. Fine. But Lunar 2 does plenty of things well enough to warrant a look even from gamers weaned on all those new-school RPGs with their fancy-schmancy graphics. If you've played the first Lunar remake, then you already know what I'm talking about. If not, consider playing this one—not for a look at how games used to be, but for how games ought to be.

Final Score ●●●●

Gary Steinman

Players: 1
Memory Card: 1 block

NICE PACKAGE!

Sure, Lunar 2 is pricey ($69.95!), but you get a whole lot in the box. Along with a three-disc game, there's a music disc and a "Making of" disc, a hardbound manual that's full of extras like artwork and developer interviews, character mini-standees, and a full-size Lucia's Pendant that no self-respecting person would be caught dead wearing. Basically, a fanboy's wet dream.

0:30.220
99mph
LAP 2/4

F1 Champ. Season 2000

0:45.289
60mph

F1 Champ. Season 2000

F1 Championship Season 2000

Publisher EA Sports

Developer EA Sports

Web Site www.easports.com

Hang on a sec, didn't EA Sports already do this this year? Why yes, yes they did. So, er, why do another one? Well, that probably has something to do with making the very most out of an extremely expensive license.

We reviewed the first F1 game from EA Sports this year back in issue 33 where it scored a respectable three and a half. Back then the F1 season had barely started, and we commented that the game was different from many other F1 licenses in that it didn't provide "real" situations from the season, but instead gave you the tools with which to play along. **This new release is pretty much the same thing, only with a retrospective view.** The season's over, shiny things have been won, and situations have been remembered. And that's where this game steps in. As well as being able to race through the whole season (again) with realistic events, one of the notable features here is the "scenario" mode that gives you specific goals to race through and try to achieve results akin to real life.

In all, it's not a bad package. It looks great and sounds awesome, but suffers considerably from one of the twitchiest control systems I've ever encountered (I'm sure the analog control isn't actually analog; it simply isn't possible to take a curve smoothly). Not bad, but not great.

Final Score ●●●◖

John Davison

Players: 1-2
Memory Card: 3 blocks

2:32:6
NAC NAC
1700
32 MPH

Freestyle Motocross

0:43:8
1/3
18 MPH
14 MPH

Freestyle Motocross

Freestyle Motocross: McGrath vs. Pastrana

Publisher Acclaim

Developer Z-Axis

Web Site www.acclaim.com

I've reviewed a fair share of Acclaim "extreme" racing games over the past few months (well, two anyway... two too many), so it's quite refreshing to see that the company is capable of releasing a game of the genre that doesn't totally suck. Granted, Freestyle Motocross isn't exactly Gran Turismo on a dirt bike—it's not even up to the standards of a Championship Motocross or Supercross Circuit—but it does succeed in achieving some decided mediocrity.

The main thing the game has in its favor is that **it truly goes where no motocross game has gone before**. In FM, it can actually benefit you (at least in one mode of play) to perform tricks as you zoom your way through a race, as the points you earn by landing these impressive feats go alongside your finishing position to determine your actual final placement. It's just too bad this mode doesn't have any sort of circuit attached to it (seasons are exclusive to straight races and tricks competitions). But with 23 tricks to choose from—not to mention the endorsement of two of the biggest names in its sport—this is **the closest thing motocross has to a Tony Hawk**.

With improved physics, graphics and framerate, and a few more tracks, Acclaim might have had something special. But solid mediocrity's still a big step up for them.

Final Score ●●◖

Chris Baker

Players: 1-2
Memory Card: 1 block

W GUNDAM
500
GP02A
500
9054

Gundam Battle Assault

W GUNDAM
380
ZEONG
500
8720

Gundam Battle Assault

Gundam Battle Assault

Publisher Bandai

Developer Bandai

Web Site www.bandai.com

Almost by default, it seems as though most games based on anime series are enjoyed only by those already familiar with the source material. I mean, Dragon Ball Z games are some of the most sought-after titles on eBay, yet they aren't exactly regarded as topnotch fun. But I'm not a Gundam fan, and you know what? I had a good time with Gundam Battle Assault. While it features little of the technique demanded of a standard fighter, its **unique graphical style** and mech fighting more than kept me interested.

Similar to Capcom's Vs. series, gameplay is very floaty—you're constantly jumping about and performing large attacks. But you're also given boosting power which allows you to, in a limited fashion, attack from the air. Most of your moves are performed with Street Fighter-style button combos. There is some solid fighting strategy, but unfortunately there is also some button mashing.

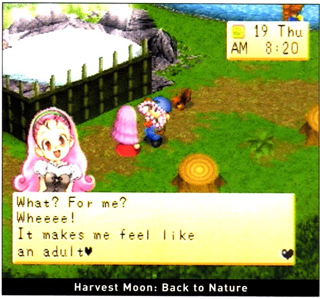
Gundam's 2D graphics aren't too shabby. In battle, the game **flawlessly scales in and out, and some of the massive bosses are truly amazing**. On the other hand, the static cutscenes featuring 16-bit-looking text aren't exactly that inspiring. Music and sound effects are solid.

Overall, Gundam Battle Wing is the perfect game for Gundam fans. But even better, anyone into mech fighting should likely enjoy it too.

Final Score ●●●

Sam Kennedy

Players: 1-2
Memory Card: 1 block



What? For me?
Wheeee!
It makes me feel like
an adult♥

Harvest Moon: Back to Nature

Harvest Moon: Back to Nature

Publisher Natsume

Developer Victor Interactive Software

Web Site www.natsume.com

Spending just a few seasons tilling the soil in Harvest Moon was enough to give even an urban dandy like me a newfound respect for farmers. I never knew how much toil goes into building up a successful farm!

But Harvest Moon isn't just the best farming sim out there—no, it's much more. Part RPG, part resource management, part strategy, part dating sim, part action (how fast can you sow your seeds with the clock ticking down?), Harvest Moon is **more like a full life simulator**. It's also one of the only non-linear games that actually works. Sure, you've got schedules and a calendar to contend with, but you can spend each and every day however you like and develop your farm in wholly unique ways. Meanwhile, you've got to find the time to charm the ladies, chat with the townies, partake in the many lighthearted minigames, and search out the dozens of secrets hidden throughout the town. The game is absurdly deep; **after playing dozens of hours, I still felt I had barely scratched beyond its surface**.

Like life, though, Harvest Moon can be quite repetitive. Your daily chores often feel too much like...well, chores. The dated graphics and slow pace will also turn off some gamers. Life on the farm ain't for everyone, but it's gosh-darn rewarding for those who put in the effort.

Final Score ●●●◖

Gary Steinman

Players: 1
Memory Card: 4 blocks

Mary-Kate and Ashley: Magical Mystery Mall

Publisher Acclaim

Developer n-Space

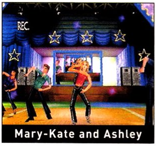
Web Site www.clubacclaim.com

Considering its intended audience of 6- to 11-year-old girls, the Olsen twins' PS debut serves its purpose well, including several simple, amusing minigames involving the likes of snowboarding, photography, fashion design and a fast-food service game similar to the classic Tapper. You can even create a music video for any song you wish by inserting a CD. Yes, there's nothing quite like seeing Michelle Tanner go all Britney to "Rocket Queen" by Guns N' Roses...

Final Score ●●●◖

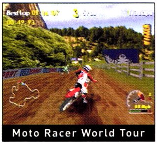
Chris Baker

Players: 1
Memory Card: 1 block

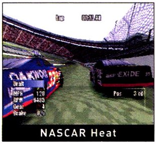


Mary-Kate and Ashley

Mary-Kate and Ashley


Moto Racer World Tour

Moto Racer World Tour


NASCAR Heat

NASCAR Heat

Moto Racer World Tour

Publisher Infogrames
Developer Delphine
Web Site www.infogrames.com

The Moto Racer series was the first real motorcycle racing game on the PlayStation, and one of the first games to support analog control. And since the very first game, Delphine has implemented control that is as close to perfect for this kind of game as we're likely to see in our lifetimes.

I'm happy to report that this is still the case...mostly. **There's no game around that can touch the ultra-tight control** found in the street-bike segments of Moto Racer World Tour. But unfortunately, it seems as though the motocross half of the game has slipped a bit; your bike seems far more likely to slide around turns than it does to actually turn. This leads to a powerless feeling—not to mention an intimate relationship with lots of guard rails.

Of course, this may have been intentional; it's clear **the difficulty level has been pumped up** throughout the game. You will need to stay extremely sharp, braking carefully at the turns and accelerating smoothly so the back end doesn't go out from under you. Success in MRWT may require patience and dedication, but the sense of accomplishment upon mastering a course makes it worth it, as do the new modes (like the ability to race in traffic—yikes!) which become available upon beating the championships. Highly recommended for any racing fan.

Final Score ●●●●

Joe Rybicki

EVERYONE E
Players: 1-2
Memory Card: 1 block

NASCAR Heat

Publisher Hasbro Interactive
Developer Dice
Web Site www.hasbrointeractive.com

NASCAR Heat suffers a lot of the same problems NASCAR 2001 does: a limited amount of cars on the track, not the greatest setup options in the world, and not really enough competition to make the season mode worth spending any time on. However, **Hasbro is to be commended for taking an entirely different angle with the NASCAR license.**

NASCAR Heat offers a collection of different play modes that keep the game fresh. Beat the Heat consists of various challenges that face real drivers on any given Sunday-Sunday-SUNDAY! Some of them have even been designed by NASCAR superstars. Hasbro took the celebrity involvement of Heat even further when they got drivers like Dale Earnhardt, Mark Martin and Bobby Labonte to record their best laps. Then, in the Race the Pro option, players have the chance to beat their times. There's something really cool about being able to say you're better than Dale Earnhardt at a NASCAR game. Of course, on top of all this are the obligatory Single Race, Championship and Multiplayer modes.

NASCAR Heat even **includes the tracks that EA Sports' latest game didn't**. In fact, it's a better all-around product. If not for the downright ugly graphics, Heat would be a buyer. Instead, just rent it and save your pennies for the gorgeous PS2 version coming this spring.

Final Score ●●●◖

Greg Sewart

EVERYONE E
Players: 1-2
Memory Card: 2 blocks

007
WOLFRAM P2K
10/12

CREDIT CARD LOCK PICK

The World Is Not Enough

And neither is this game

Publisher Electronic Arts
Developer Black Ops
Web Site www.ea.com

GoldenEye on the N64 has a lot to answer for when it comes to messing with people's expectations of a James Bond game. It may be getting old now, but it's still one of the definitive first-person shooters. What I fail to understand then, is why do all the Bond games on the PlayStation suck?

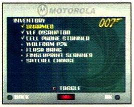
OK, OK, maybe I'm being harsh. TWINE certainly doesn't suck (its predecessor Tomorrow Never Dies did, but that's another matter), but it's hardly God's gift to action gaming. For a start, **where the hell are the multiplayer modes?** If there's one thing that GoldenEye conditioned everyone into wanting from their Bond experience (apart from a taste for vodka martinis), it was full-on, hardcore deathmatch fun. TWINE has nothing. Nada. Zip. Zilch. Null. You get the one-player experience and that's yer lot. Sure, that experience does a more than adequate job of conveying the story from the movie, but I can't help feeling a bit conned by the lack of extra modes. Especially when the N64 version of TWINE has multiplayer modes dripping from every orifice. Boooo. No fair.

PURSE $350
BET $100
DEALER
BOND 20
HIT
STAY

As first-person shooters on PlayStation go, this certainly isn't a bad one. I wouldn't place it as high on my list as either of the Medal of Honor games, but it's still pretty good. It does suffer from some pretty major problems though. First is that it comes from the same school of thought as Driver 2. Black Ops was obviously extremely ambitious about what it wanted to wring from the PS one and in places I think maybe it was pushing things a bit hard. Some of the more spectacular set-pieces have a tendency to **chug along at an alarmingly slow rate** and really struggle as you play through. It really messes with the pace, and to be honest, in a game where precision is important, I think the framerate is more crucial than other considerations.

Second, there's the matter of bad-guy spawn points. Walk down a corridor with nothing behind you except an elevator, set off an alarm, and suddenly there are three angry thugs behind you emptying their machine guns into your backside. Where did they come from? There are no doors back there...just the elevator, and the doors to that never opened. **Realism apparently leaps out of the window** at that point...and as it continues to occur during the increasingly tough levels, you just end up getting more and more angry with it. Thankfully, to compensate, the game does offer up plenty of variety. The levels provide you with a number of variations on the FPS theme, with some interesting control tweaks for when you're skiing or whatever. There are also **plenty of cool Bondian gadgets** to wave in people's faces. My particular favorite is the pen that screws with metal detectors. The bad guys don't even bat an eyelid as you wander around like a buffoon holding the thing in front of your face with its sticky-out prongs emitting beepy noises.

COOL GADGETS



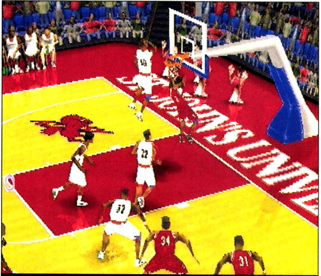
As you expect, Mr. Bond gets to carry a vast array of different goodies with him on each mission. He also enjoys healthy sponsorship deals with a variety of large corporations like Motorola, whose logo dominates the options screen when you pause the game. Does that make you want to buy gadgets?

In all, I have to say I was disappointed. We have yet to enjoy something that even meets the standards of an early-generation N64 game. What a crying shame.

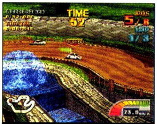
Final Score ●●●

John Davison

TEEN T
Players: 1
Memory Card: 1 block

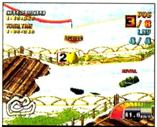

NCAA Final Four 2001

NCAA Final Four 2001


RC de Go!

Ready 2 Rumble

NCAA Final Four 2001


RC de Go!

Ready 2 Rumble

NCAA Final Four 2001

Publisher Sony CEA
Developer 989 Sports
Web Site www.989sports.com

I was going to start by writing down the important elements of college hoops. I was going to talk about an assemblage of momentum, energy, frenzied fans, university pride and a Cinderella-turned-giant-killer. But, based on 989's latest effort, none of these things will still be present in NCAA basketball this season.

Don't be alarmed; I'm being facetious. Even though FF2001 has tried to make college basketball frustrating and annoying, the annual March tournament will still feature teams vying to dismantle, dethrone and persevere. The vid version, on the other hand, leaves one with an I-just-woke-up-and-it's-25-years-later-and-college-basketball-sucks-now kind of feeling.

For starters, **there is *no* atmosphere**. Announcer Quinn Buckner seems bored out of his grape, and you can actually hear all six napping fans wake to clap when a game-tying bucket keeps your Sweet 16 hopes alive. Otherwise, it's a cathedral.

Gameplay-wise, dribbling is part of the catastrophe. There's only one button for the few special moves (spin, crossover), and they don't seem to have an effect on defenders. Even the gimpy ballers of Hofstra are unfazed by your guard's best efforts. When you daringly try to make something of your "killer" crossover, it's an invitation to be stripped. Repeat: Special dribbles=turnovers. Dumb.

The biggest bonus of the game is its smoothness. But, even that causes problems. Passing the ball is an annoyingly deliberate, albeit smooth, act. Any flow is lost when it takes a guard two seconds before he can pop a shot. The delay in shooting also allows the Superman-style flying defenders to jump six feet high to shove the ball down your gullet. This isn't even mentioning the **AI, which ignores the game situation**. Late in the game they'll rush the hoop even with a 10-point lead. Why is that?

Oh, and when you're inbounding the ball, be careful. You might toss it to the inbounder who is, ahh, yes, out of bounds! And if you throw the ball the length of the court, your lone offensive player might never see his teammates until he shoots. Sweet.

This game just leaves too many questions, questions that shouldn't even be asked. A big disappointment.

Final Score ●●

Todd Zuniga

E **Players: 1-4**
Memory Card: 4 blocks

Power Rangers Lightspeed Rescue

Publisher THQ
Developer Climax
Web Site www.thq.com

I have to admit I'm surprised there's still enough interest in the Rangers to warrant a new game. Regardless, this **mediocre license-milker** won't generate any more interest; even for the young target audience, there's not a lot here to keep your attention. Controls are jerky and inaccurate, levels are bland, and mission objectives are monotonous. Even the live-action cutscenes, which could have been a high point for fans, are short, pixellated and jerky. No thanks.

Final Score ●◖

Joe Rybicki

E **Players: 1-2**
Memory Card: 1 block

Power Rangers

RC de GO!

Publisher Acclaim
Developer Taito
Web Site www.acclaim.com

Can someone explain to me how it took so long for a game like this to hit the PS one? Taking the tried-and-true formula of 1988's R.C. Pro-Am, RC de GO! plays in a very similar manner, basically serving as **an updated, deeper incarnation of the NES classic**. And it's every bit as fun.

Just like R.C. Pro-Am, this Acclaim racer's most immediately unique quality is its perspective. Instead of the behind-the-car view typical of almost every racing game out there, RC de GO! features more of a side view of the course in which the dynamic camera zooms in to your car's location. This can often cause problems—especially on some of the twistier tracks, where you'll initially hit plenty of walls—but once you get a basic understanding of the track, you'll compete for first in no time. But actually getting there? That can be tough, as **some races are so competitive that you'll often find yourself exhaling deeply at the end** of that tense 55 to 75 seconds.

Your best bet in winning those tough races is to soup your car up appropriately with the more than 80 parts available via points earned. These include everything from tires to engine to the car's frame, which itself can be the sporty design you'd expect or something as crazy as a Sumo wrestler, chicken (pictured) or teddy bear! It's just too bad there's no way to play against a friend.

Final Score ●●●●

Chris Baker

E **Players: 1**
Memory Card: 2 blocks

Ready 2 Rumble Boxing Round 2

Publisher Midway
Developer Midway
Web Site www.midway.com

Ready 2 Rumble is once again trying to turn the boxing world upside down. And, moreso than its predecessor, it succeeds.

I wasn't a big fan of last year's PS one version. In fact, I hated it. There was no defending yourself, the CPU AI was overaggressive and didn't let you "box," and there wasn't enough depth to keep me awake for consecutive matches.

Round 2, though, is a different story. **The different modes seem to have a purpose.** With the Arcade mode, the goal is to unlock a grocery list of new characters (10 in all), and the Championship mode is there to tickle your need to become the champion of the world.

The game is a hoot because of the outrageous cartooniness, but there are flaws. You can get away by dumping a clip full of jabs at your opponent and it will generally lead to a knockdown. And you'll *have* to use this system because **the CPU crowds you and absolutely takes over the fight** unless you're a blocking wunderkind.

Unlike the PS2 version, there's no auto-save option in this R2R2, which means you can cheat your way to the top a lot more easily. Which is a nice way to avoid overworking your finger-tips and thumbs.

R2R2 is a blast. But there are too many minor flaws after the bell rings. This is a rental-style rumble.

Final Score ●●●

Todd Zuniga

T **Players: 1-2**
Memory Card: 1 block

But enough about us...

What do *you* think?

Do you think we were way off on one of our reviews this month? Do you feel like you noticed elements of the game that we missed? Well, here's your chance to sound off! Send us your own reviews of any current game at **opm@ziffdavis.com** *with the subject line "Reader Review" and you may see your own opinions in print. Remember, we're looking for reviews of the games—critiques of our own reviews will be noted but not considered for print. So there.*

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Speedball 2100

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Speedball 2100

Speedball 2100

Publisher Empire
Developer Bitmap Brothers
Web Site www.empire-us.com

If you will permit me to show my age for a moment, the original version of this on the Amiga and Atari ST was one of my favorite games in the early '90s. Speedball 2, by the terribly "hip" (at the time) Bitmap Bros. was arguably one of the finest games of its age, and later proved its popularity further when converted for the Genesis. Speedball 2100 is quite clearly an attempt by the Bitmaps to make a comeback. And I really wish they hadn't bothered, as **the game does little but damage my fond memories of the old classic.**

It's a future sport, it has lots of players that can be modded and traded, and the whole look is clearly influenced by Rollerball. The gameplay is relatively fast, requires a modicum of skill, but unfortunately fails to really hold your attention for very long. The biggest problem is that it looks terrible. **If there was ever something that didn't need a polygonal update, this is it.** The in-game stuff is pretty ugly, and it's really jarring on the eyes. On top of this, the menu screens that guide you through the management of your team are spectacularly bad. Even when plugged into one of our ninja TVs in the office you still couldn't read the text properly, so navigating the management system was painful.

Some things should just be left alone...and unfortunately, Speedball is one of them.

Final Score ●●◐

John Davison

Players: 1-2
Memory Card: 1 block

Lv 1 HP 15/ 15 1319G

Torneko

3F Lv 2 HP 43/ 47 1635G

Phantom was hit with 15 HP damage.

Torneko

Torneko: The Last Hope

Publisher Enix
Developer Chun Soft
Web Site www.enix.com

Take 8-bit gameplay, jazz it up with 16-bit graphics, throw in a portly shopkeep who prances around in a gaudy pinstriped nightshirt, remove any semblance of level design, and you've got the recipe for this old-school Dragon Warrior-based dungeon crawl.

If you've never played a dungeon crawl, here's how they work: Inch your way through randomly generated dungeons, fight enemies in pseudo real time (I swing my sword, then you swing yours), and search for all kinds of booty. Each time you enter a dungeon you start off with no experience, meaning you'll have to level up all over again. These games usually feature a nice a variety of enemies and items (and Torneko is no exception), but the dungeons all look alike—they're basically a collection of rectangular rooms connected by corridors, with **absolutely no puzzles and very few secrets to uncover.**

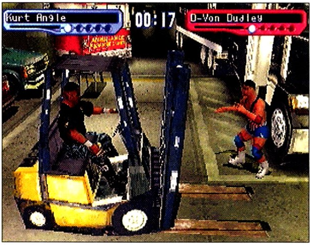
While Torneko may seem like a decent kid game, it quickly becomes far too challenging for younger players. What's more, it has a thoroughly unforgiving save system that basically punishes you for saving your progress while in a dungeon.

Torneko does have its moments, partly due to the Dragon Warrior connection, partly due to its old-school appeal. But even the most nostalgic of gamers will be hard-pressed to find much fun here.

Final Score ●●

Gary Steinman

Players: 1
Memory Card: 2 blocks



The Rock
02:26
The Undertaker

Chris Benoit
01:45
Chris Jericho

WWF Smack-Down! 2: Know Your Role

Forklifts, caskets and ladders, oh my

Publisher THQ
Developer Yuke's Co.
Web Site www.thq.com

Shenanigans, tomfoolery, high jinks and ballyhoo are all words you might want to commit to memory if you're going to engage in the WWF's latest PS one masterpiece. After all, this is SmackDown! 2, where the number of false ass-kickings is rivaled only by the amount of vocal ventilating.

Since the real WWF is founded on adversarial twists, uncertain loyalties and preposterous storylines, the game reflects this same soap-opera style shifting with a sultry decadence. The television version proves that rules are made to be broken, and SmackDown! 2 does its part to keep that ideology thriving.

Here are a couple of examples: Instead of unlocking characters in a traditional way (you know, beating a boss, winning a big match, lopping someone's head off with a flying elbow), our modern-day gladiators show up uninvited to battle and belittle. After losing the first pay-per-view of the season, Stone Cold Steve Austin retaliated by putting a wrecking ball through Triple H's bus. Another instance of particular coolness was when I found myself backstage as Kurt Angle. I was, to say the least, surprised to find an archnemesis chasing me around with a forklift trying to put a premature end to my gold medalist's career. But who can blame him?

If the above isn't convincing, I'll put it simply: SmackDown! 2 is great and it **should appeal to more than just WWF die-hards**. There are enough different matches (ranging from Casket to Table to Ladder to Hell in a Cell) to keep a whole room of people entertained. And there are so many different WWF personalities, men and women alike, that the appeal is universal (did I just say that?). Of course, if you want to be your own man or woman you can make your own man or woman in the Create-A-Wrestler. It's here where you become capable of creating the sharp-witted, sharp-elbowed, sharp-dressed character of your choice. There are options aplenty.

A **heftier Career Mode interface** has been set up to keep you merrily buried in the action. When Thursday night's SmackDown! is on your tube

Stone Cold
01:23
Triple H

you'll see a list of matches for the evening (always subject to change, based on the whims of genius commissioner Vince McMahon—the unlockable Mick Foley doesn't show up for a while). And you can never step too far away from a controller. You might get beaned backstage, provoke some pinhead opponent, or be asked to participate in some hooliganism. If you're not involved with any sketchiness, you can watch abbreviated versions of matches featuring pictures of brawlers and energy bars which decrease as a mudhole is stomped firmly in their buttocks. It's a perfect way to stay in touch with what rivalries are developing and where the storyline (though this remains always unpredictable) might turn.

The text, which was annoyingly terse in the first SmackDown! isn't as boring, but it's still stiff. There is very little voice from the wrestlers, so you're mostly going to see people say the same things over and over again. But there is more of it. For instance, you'll be asked to interfere on occasion, which is a nice touch so **you can call the shots of your career**. And if you happen to be playing with a created character, you can actually type in text to replace the simple "yes" and "no" answers that the marvelously verbal pros are given. One more cool thing: Backstage attacks may alter the playbill for the evening. If someone twists a knee or takes a table to the solar plexus, expect ramifications.

03:17
Eddie Guerrero

The rivalries that are made and lost are another exclamation point to the peerless Career mode. All of the wrestlers are set into different stables, so learn to expect interference from Road Dogg when you're trying to tear a herring with X-Pac. And, more often than not, your revenge bone will tingle when the time comes to throw-down in a Fatal Four-Way, especially when the guy who took a snow shovel to you backstage is standing there like he's invincible.

As for gameplay, it's **lightning-fast**, every wrestler has an array of moves that you've seen on television (unless you act like you don't watch this madness), and tides can turn quickly if you keep battling. Building up to do a finishing move still holds all its considerable charm, and the collision is excellent.

Looks-wise, this game is as sharp as the PS one can get. The faces come through and the mannerisms **make you feel like you're watching the real thing**.

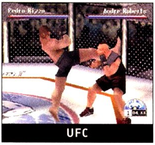
On occasion the load times might wear you down, but they've gone to the trouble of putting up pictures of the wrestling cast to give you something to look at. More often than not, it seems you're looking at Trish Stratus or The Kat, which, in both cases, is quite a pleasant eyeful. Another could-be flaw is that this game is **at risk of being outdated sooner than it should**. But it looks like they've covered their bases, so only time will tell if this is a factor.

SmackDown! 2 is an obvious must-buy for wrestling fanatics, but the multiplayer modes, the plethora of matches and the pick-up-and-play factor makes it prime for non-wrestling fans, as well. This game will no doubt have you smelling what the Rock is cooking. And it smells like a whole lot of chicanery.

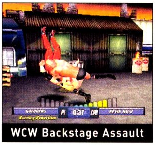
Final Score ●●●●●

Todd Zuniga

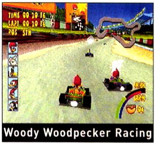
Players: 1-4
Memory Card: 3 blks.



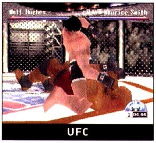
UFC



WCW Backstage Assault

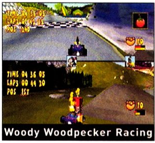


Woody Woodpecker Racing



UFC

WCW Backstage Assault



Woody Woodpecker Racing

Ultimate Fighting Championship

Publisher Crave
Developer Opus
Web Site www.cravegames.com

Without sprinting around the Octagon of Doom (my term) I wouldn't last 30 seconds against any of the UFC pugilists. Unfortunately, in the PS one game, I can't even last that long. The average match length, even after throwing some brutal roundhouse fists and an overhand skullbuster or two, is **only about 15 seconds**. I end up suffering quick, severe neck pulls and gross arm twists without having a chance to counter. Sure, I can roll around trying to survive, but inevitability eventually grabs hold and I'm tapping out with my pride on a flight to Reykjavik.

I wish this weren't the case. This is a cool way to battle. **It's *Fight Club* without Tyler Durden and the absurd activism.** It's not soap-opera wrestling, it's not wussy boxing (which I didn't think was "wussy" until I saw videos of this madness). This is wretched, nail-tough, bloody-my-face-or-I'm-sure-as-hell-going-to-bloody-yours brawling with style. Sadly, though, it doesn't work that well on the PlayStation.

There are cool features, but who needs a Create-A-Fighter when the guy's going to get his neck stretched after just 20 seconds of button mashing? And load times should never be lengthier than the match, but sometimes they are. Curiosity killed the cat, and it can kill your bank account, too. Rent this first.

Final Score ●●◖

Todd Zuniga

Players: 1-2
Memory Card: 1 block

WCW Backstage Assault

Publisher EA Games
Developer EA Games
Web Site www.eagames.com

The WCW has been in a pretty hefty downward spiral in the last couple of years. The dominant WWF has swiped all the best talent, leaving the WCW to wallow in its hillbilly image.

That being said, Backstage Assault starts off as a decent game. But it's a victim of trying to be *too* redneck. There are no rings, which leads to brawls in bathrooms, locker rooms and parking garages. Whatever purity wrestling has (the ring is, in my opinion, a vision of this unquestionable purity) is being completely abandoned. **I know it's trying to be over the top, but it's silly.**

The silliness, though, doesn't eliminate a certain element of enjoyment. This game is the essence of "Don't Try This at Home." You can tear payphones off walls to ring your opponent's bell, take baseball swings with a litany of lead pipes, and set your opponent aflame by tossing him into a burning trash can (yikes!).

All this adds up to **a peak of violent joy**, but you're not on top of that wrestling mountain very long. Why? Because even with all the unlockables (extra moves and hidden wrestlers), you'll have to be pretty drunk on WCW propaganda to be convinced that the game isn't boring.

Backstage Assault doesn't look very good, the control is sometimes sketchy, and the superstars are without personality. Go with SmackDown! 2. At least it has a ring.

Final Score ●●

Todd Zuniga

Players: 1-2
Memory Card: 1 block

Woody Woodpecker Racing

Publisher Konami
Developer Syrox
Web Site www.konami.com

"Ha-ha-ha-HA-ha!" Woody Woodpecker's instantly recognizable way of saying, "I'm better than you are" has helped establish him as one of America's most iconic cartoon characters—and you won't hear it once during a race in Woody Woodpecker Racing. Sure, he'll give a chuckle as he passes Chilly Willy for first place—maybe even let out a "Why, you...!" when attacked—but that's pretty much all the hilarity Woody's willing to utter. His trademark chuckle is only heard on the title screen.

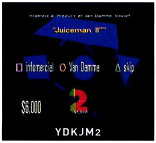
Unfortunately, there are more problems with WWR than just a limited vocabulary for each of its characters. The **boring, slow two-player mode** is the worst in a kart racer since Magical Racing Quest. Single-player circuits make things tolerable, but I couldn't help but feel a confused disappointment after playing through Quest mode: Not only was there no actual quest involved, but there were no cinematics—not even a simple screen of text—to let me know I had beaten the game. In fact, you'll just see the same tracks again, as though Track 1 were Track 16. The game also **brings little new to its genre**—just the ability to attack from the side or eliminate an opponent altogether.

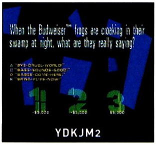
But what I'd really like to know is, does anyone even care about Woody Woodpecker anymore? The four of you might enjoy WWR.

Final Score ●●

Chris Baker

Players: 1-2
Memory Card: 1 block


Infomercial Product or Van Damme Movie?
"Juiceman II™"
□ infomercial ○ Van Damme △ skip
$6,000
2
YDKJM2


When the Budweiser™ frogs are croaking in their swamp at night, what are they really saying?

You Don't Know Jack Mock 2

Publisher Sierra On-Line
Developer Starsphere Interactive
Web Site www.sierra.com

Don't ask me how, but I've managed to procure this omitted question from You Don't Know Jack Mock 2. See if you can get it right:

If the You Don't Know Jack series is the Pac-Man power pellet of PlayStation and PC game-show franchises, what could the ghosts do to YDKJ M2 to turn it into a single wimpy dot?

a.) Remove all entertaining jingles that introduce each question, replacing them with a computerized female voice saying simple things like "four."

b.) Remove the opportunity to select a category, instead making each 15-question game (none of this seven- or 21-question business) an "episode" in which all **less-funny-than-ever questions** center around a single theme—loosely at that.

c.) Downgrade the graphics engine so that the Jack Attack, for example, looks like something the Easter Bunny vomited.

d.) Get that brilliantly sarcastic and equally hilarious host Raoul out of there. Meanwhile, the replacement's name should rhyme with the **overall unfunny performance** he delivers—something like "Shmitty."

e.) All of the above. (In other words, rip all of the personality out of the series, along with all of the fun. Make gamers get their laughs from NFL GameDay 2001 on PS2 instead.)

The answer, of course, is E. It's too bad we'll never really know why this question didn't make the final cut.

Final Score ●●

Chris Baker

TEEN T CONTENT RATED BY ESRB **Players: 1-3**
Memory Card: 1 block

PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Armored Core 2	Agetec	●●●	39
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Dynasty Warriors 2	Koei	●●●●	38
Eternal Ring	Agetec	●●	38
ESPN International Track & Field	Konami	●●●	39
Evergrace	Agetec	●●	39
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
Gradius III and IV	Konami	●●◖	39
Gungriffon Blaze	Working Designs	●●●◖	39
Kessen	EA Games	●●●	39
Madden NFL 2001	EA Sports	●●●●◖	38
Midnight Club	Rockstar	●●●●	39
Moto GP	Namco	●●●●	39
NHL 2001	EA Sports	●●●●	38
Orphen: Scion of Sorcery	Activision	●●●	39
Ridge Racer V	Namco	●●●●◖	38
Moto GP	Namco	●●●●	39
Silent Scope	Konami	●●●	39
Smuggler's Run	Rockstar	●●●●◖	39
Street Fighter EX 3	Capcom	●●●◖	39
Summoner	THQ	●●●	39
Swing Away Golf	EA Games	●●●	38
Tekken Tag Tournament	Namco	●●●●◖	39
TimeSplitters	Eidos Interactive	●●●●●	39
Wild Wild Racing	Interplay	●●●	39
X Squad	EA Games	●●●◖	38

PS one Review Archive

Game	Publisher	Score	Issue
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take Two.	●●	37
Akuji the Heartless	Crystal Dynamics	●●●	18
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack	3DO	●●●◖	39
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: World War	3DO	●◖	34
Army Men World War: Land, Sea, Air	3DO	●◖	39
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Interactive	●◖	5
Big Air	Accolade	●◖	20
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
Boombots	Southpeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro Interactive	◖	39
Breath of Fire III	Capcom	●●●◖	9
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Interactive	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Chessmaster II	Mindscape	●●●◖	23
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Dave Mirra Freestyle BMX	Acclaim Max	●●●◖	38
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dragon Valor	Namco	●●●	38
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	Southpeak	●◖	29
Dune 2000	Electronic Arts	●◖	27
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
Eternal Eyes	Sunsoft	●◖	38
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro Interactive	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak Interactive	●	37
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Frogger	Hasbro Interactive	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro Interactive	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro Interactive	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Interactive	●●	28
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
HardBall '99	Accolade	●◖	15
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
Hogs of War	Infogrames	●●●●	38
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
Incredible Crisis	Titus	●●●◖	38
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Interactive	●●●●	17
Jeopardy! 2	Hasbro Interactive	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Rock Raiders	Lego Media	●	37
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mass Destruction	ASC	●●◖	3
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Interactive	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Interactive	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Seed	Sunsoft	●●◖	20
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N2O	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Rumble	Electronic Arts	●●●◖	31
NBA Fastbreak '98	Midway	●●◖	4
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39

Game	Publisher	Score	Issue
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digita	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Interactive	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Sports	●●◖	37
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
N.GEN Racing	Infogrames	●●◖	35
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro Interactive	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Soccer 2	Psygnosis	●●●	5
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire Interactive	●●●◖	37
Pro Pinball: Fantastic Journey	Empire Interactive	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Q*bert	Hasbro Interactive	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Ray Tracers	THQ	●●●	5
RayCrisis	Spaz/Working Design	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35

Game	Publisher	Score	Issue
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Interactive	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the 3 Kingdoms VI	Koei	●●	30
RPG Maker	Agetec	●●●●◖	35
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Scrabble	Hasbro Interactive	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Shipwreckers	Psygnosis	●●●	3
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Sno-Cross Championship Racing	Crave	●◖	37
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park Rally	Acclaim	●◖	29
South Park: Chef's Luv Shack	Acclaim	●	28
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Interactive	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Spider-Man	Activision	●●●●●	37
Spin Jam	Take 2 Interactive	●◖	38
Sports Car GT	Electronic Arts	●●◖	21
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20

Game	Publisher	Score	Issue
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiny Tank	Sony CEA	●●◖	16
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonstein: Dare to Scare	Vatical	●●◖	29
Toy Story 2	Activision	●●●	28
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Tyco RC: Assault With a Battery	Mattel Interactive	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vegas Games 2000	3DO	●●●◖	27
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warzone 2100	Eidos	●●●●	22
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
Wheel of Fortune	Hasbro Interactive	●●●●	17
Wheel of Fortune 2	Hasbro Interactive	●●●●	39
Who Wants to Be a Millionaire	Sony CEA	●●◖	35
Wild 9	Shiny/Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
WipeOut 3	Psygnosis	●●●●	26
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
Worms Armageddon	Hasbro Interactive	●●●◖	27
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25

This Month's Strategies

Final Fantasy IX 144-149
NHL 2001 150
Midnight Club 152
Tony Hawk's Pro Skater 2 154-155

Top Secret Agents
Kenneth "Slim" Miller, Henry LaPierre
Terry Minnich, Dave Malec

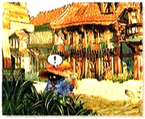
OK, so not everyone has their PS2 yet. So, to ease the pain we injected a big chunk of PS one strategies for you this calendar month. Want to slide through the first disc of Final Fantasy IX without pulling your hair out? We've got you covered. And, in THPS2, how the hell are you supposed to get the Secret Tape in Venice? We've taken care of that, too. All you need to worry about is getting a PS2 on that lonely space next to the TV.

Hey, before you start tearing into that X-mas gift you KNOW is a copy of SSX, send your coolest tricks to ***OPM@ziffdavis.com****. Title the e-mail* ***Tricks Forum.***

FINAL FANTASY IX

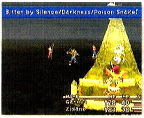
INTRODUCTION

To Getting Started



The Field Icon

Any time you are near something that can be examined, opened, taken or manipulated in any way, a Field Icon will appear above your head. This makes searching for hidden items easier than it's ever been before. There are simple items scattered all over nearly every screen in the game, as well as special items hidden away in strange locations. We've indicated the locations of the most important items, but it's easy to find tons of useful items and equipment simply by searching every new area and watching for the Field Icon.


Bitten by Silence/Darkness/Poison Snake!

See? We swear we're not making this up.

The Mighty Tent

In FF9, the Tent item can actually be used in battle to restore your HP and MP, however, there is a risk in using it. If you use a Tent on yourself, there's a good chance that instead of being healed, you will be bitten by a snake that causes Silence, Darkness and Poison status ailments, even if you have abilities equipped that defend against them. The snake makes the Tent a little too risky to rely on to heal your party, but the crazy thing is that you can use the Tent on the enemy—they have the same chance of getting bitten by the snake. It's a little expensive to do, but for an easy boss battle, start by using a Tent at the beginning of the battle (so it won't matter if you heal the boss) and keep using it until the snake bites. Then proceed to hack away at it while it can't cast any spells, can barely hit you, and is losing life to poison.

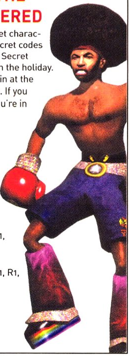
Yeah, it looks like the FF8 card game but it's a lot weirder this time around.

The Card Game

The card game is pretty confusing, but we're here to clear it up. Each card has four digits on it that represent the card's attack power, attack type, physical defense, and magical defense. The three numerical digits represent hexadecimal numbers. If the digit is "0" then the strength will be from 1 to 16. If it's a "1," the strength will be from 17-32 and so on. The attack type digit is a letter. P is physical, M is magical, and X will automatically pick the better of the two. To win the card game easily, make sure you have a weak card with all or nearly all of the sides containing arrows. Put the card in the middle of the board so that it's easy for the opponent to take. When it's surrounded by other cards, put one of your stronger cards down to win your weak card back and you'll combo all the cards around it. The card game serves very little purpose, but you might want to hone your skills for a special event later in the game.

READY 2 RUMBLE 2

JUST WHAT THE DOCTOR ORDERED



There are a load of secret characters and a smatter of secret codes in R2R2. Here are some Secret Codes to get you through the holiday. You'll need to put these in at the Character Select screen. If you hear a bell, you know you're in business.

Toothpick Mode
Right, Right, Up, Down, Right, R1, R2

Chubby Mode
Right, Right, Up, Down, Right, R1, R1, R2

Big Gloves Mode
Left, Right, Up, Down, R1, R2

Zombie Mode
Left, Up, Right, Down, R1, R1, R2

Army Men: Air Attack

Enable All Co-Pilots: Press START on the title screen to go to the main menu. On the main menu, access the password screen. Now enter this code to get access to all the co-pilots: Up, Down, Up, Down, Up, Down, Up, Down. Press START to accept the code. Begin a new game and move down to the Co-Pilot option to access them.

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up, Up,

The Complete DISCONE Walk-Through

01 Aboard the Prima Vista

- Before you light the candle, search the room for a potion and 47 Gil. After you light the candle there will be some dialogue, then you fight your first battle. Make sure to steal all the boss' items, then just use physical attacks to win.

02 Alexandria

- After you gain control of Vivi, go back through the door you just came in and search the area for several cards and items, then return to the main road and continue on. Be sure to search every nook and cranny of every screen for items and Gil (look for the Field Icon). Once you reach the town square, search the area, then go to the ticket booth. (In the jump rope game, just press the button right as you land on the ground. Can you jump 1,000 times to become the ultimate jump rope master?) You'll receive some disappointing news, so head to the lower-left of the town square and go into the alley. When the Rat Kid asks you to be his slave, say "no" for now and continue through the alley (loot the house there for items). If you climb the ladder in the steeple and ring the bell, you will receive more cards. Return to the alley and the Rat Kid will be there again. This time, agree to be his slave. Tell him no one's coming, then follow him. In the steeple you will encounter your first Moogle (Moogles act like save points where you can use a tent and save your game). Keep following the Rat Kid onto the rooftops. Make sure to search every roof. (For some reason, the citizens of Alexandria keep their savings on their roofs.) Once you cross over into the castle, the play will begin...

03 I Want to Be Your Canary

- Don't worry about the battle; it's fake. Just keep attacking until you win. The "spells" are just for show and don't do any damage to the others. Once you reach the sword battle, simply follow the on-screen directions to impress the audience. The better you do, the more of a reward you'll receive. You can try as many times as you want, so try for 100 percent!

04 Alexandria Castle

- Head up the stairs, meet "Mysterious Hooded Girl," then watch the events unfold. Once you gain control of Steiner, return to the balcony and talk to the queen to receive a Silk Shirt, then go back down the stairs (there's a save-Moogle to the right in the knights' quarters). Return to the Hallway and go up into the main hall. Next, head down the stairs under the painting at the other end of the hall, then walk out into the Courtyard. Turn left and follow the path into the West Tower, then climb the stairs until you reach the top.

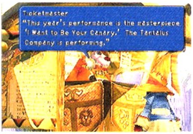
05 Aboard the Prima Vista (2)

- Once you gain control of Zidane, follow Garnet into the next room and talk to Ruby. When you drop down into the engine room, turn around and turn the pressure control wheel to the right, then to the left—a treasure chest will drop down in another part of the room. Next, walk along the planks to the left and go down the stairs onto the floor. Open the chest for a Phoenix Down and search behind the engine for a Phoenix Pinion. Head back up and proceed through the door and fight Steiner. Make sure to steal from him, then just use physical attacks (don't worry if Cinna gets KO-ed). Proceed until you fight Steiner again. Unfortunately, you can't steal during this battle, so just take out the two Pluto Knights, then Steiner. Use Garnet's Cure

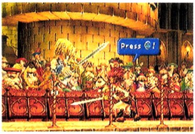
THE AUTO-POTION+ AUTO-REGEN COMBO

Of course Auto-Potion and Auto-Regen are useful abilities by themselves, but when combined on each member of your party, they make you almost unbeatable. Regen will continue to heal you even while you are attacking with a weapon, spell, summon or anything else. It even continues to heal you while the enemy is attacking. The activation of Auto-Potion takes several seconds to complete (during that time, the Regen is still taking effect). If every party member has these two abilities on, any attack will cause Auto-Potion and everyone will regain life from Regen while it is completing. Add Auto-Haste and Chemist for an even greater effect of the combo.

TACTICS



Ticketmaster
"This year's performance is the masterpiece 'I Want to Be Your Canary.' The Tantalus Company is performing."



Down, Right, Right, Up.
Super Turbo Pads: Triangle, Right, Right, Circle, Left.
Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.
"Unlimited" Tricks: *After entering one of these next tricks, you will have to reset the game to get a different unlimited object.*
Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.
Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.
Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.
Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS." or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.

At the main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).
Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.
N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Croc 2

Max-Out Your Crystals: On the title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like (press the same button sequence) for a maximum of 9,999!

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.
Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO
(Now you have your choice of courses!)

Die Hard Trilogy 2: Viva Las Vegas

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. In the middle of the first-person shooting game, press START to pause. Now enter one of these codes (For

(cont. on page 146)

DUNKUS COLLOSUS

BENCH CATAPULTIN' RAINMAKERS. NIGHTY-NIGHT MOVES. AND HOW'D-HE-DO-THAT AIR SHOWS. THINK YOU GOT THAT KINDA GAME?

EA SPORTS

BRING IT IF YOU GOT IT TO NBA LIVE 2001. THE BASKETBALL DYNASTY FOR THIS CENTURY. NEXT CENTURY. AND THE CENTURY AFTER THAT.

IF IT'S IN THE GAME, IT'S IN THE GAME.™

EASPORTS.COM AOL KEYWORD: EA SPORTS

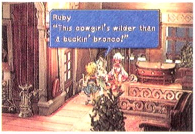
STELLAZIO LOCATIONS

Stellazio	Location
Aries	On ground on the first floor of the Windmill in Dali
Cancer	In the overturned crate in the Burmecia Suburb
Gemini	Throw 130 Gil into the fountain at the Treno Gate
Taurus	On the ground near the item shop in the Treno Slums
Scorpio	On the ground in the lower level of Quan's Dwelling
Virgo	On the guestroom floor of the Black Mage Village Inn
Libra	Next to the fountain in Madain Sari
Leo	On the ground in the Neptune Room of Alexandria's West Tower
Sagittarius	On the ground in the Lindblum Shopping Area during the rebuilding
Capricorn	In the water in the Entrance room of Daguerreo
Aquarius	In a chest in the entry hall of Ipsen's Castle
Pisces	In chest in the Core area of the Airship Invincible
Ophiuchus	After giving the first 12 to Queen Stella, find the 13th in Quan's Dwelling

spell if you need to. Watch the FMV, then get ready to fight again. Just ignore the Bomb and attack Steiner until the battle finishes automatically and another FMV sequence begins.

06 Crash Site

- Here you'll see your first ATE (although most ATEs are optional, they do reveal extra bits of the story or show amusing events). Watch the ATE if you want, then save at the nearby Moogle. Go through the hollowed-out log at the bottom of the screen and enter the Forest.


Ruby
"This cowgirl's wilder than a buckin' bronco!"

07 Evil Forest

- This is the first area where you can encounter random battles, so make sure you have your equipment and abilities equipped. It would be wise to fight some battles here to become accustomed to the battle engine and to build up a level or two before moving on. You can also go back and use a tent and save at the Moogle if you need to. Once you're ready, move into the next room and fight your first boss battle. The point of this fight is to defeat the plant while keeping the princess alive—this is the first battle where you'll get to Trance, so use your newfound power to help defeat the plant quickly. If you're having trouble beating the boss and Garnet is getting low on life, you can use a potion on her to restore her hit points. Even after winning, don't get cocky yet. You will have to fight the plant again—though this time, Vivi gives you some assistance. Just deal with it the same way you did before. After the plant leaves you with an unpleasant surprise, you'll wake up on the Prima Vista.

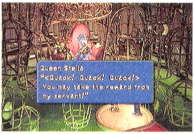
08 Prima Vista

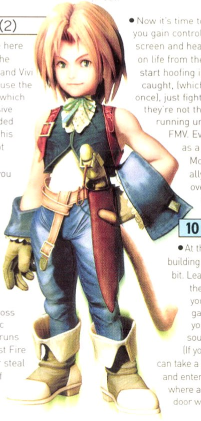
- Go downstairs and step into the room on the right. Talk to Vivi, then go down to the lower deck and to talk to Baku. Baku does a decent amount of damage, but he sometimes trips and doesn't attack. If you have some potions, it's safe to steal some items from him before you attack; otherwise, just smack him around with normal attacks until he goes down. After the battle, go back upstairs and walk through the door into the Instrument Storage Room. Talk to Steiner, then go talk to Vivi. Now head back down to the cargo room, then go outside. Before you set out, equip any new weapons and armor that you found or stole inside the ship—be sure to note the abilities that each gives, as you may want to learn an ability on a weaker piece of equipment before switching to a new one. You can also buy items from Cinna here. Make sure to stock plenty of potions, since you have no healing magic right now. It's also advisable to have a few of the other items as well. Save at the Moogle, then head back into the forest.

Garnet
"I have a favor I wish to ask of you..."

09 Evil Forest (2)

- When you fight a battle here (or at any other time in the game) with both Steiner and Vivi in the party, Steiner can use the Sword Magic technique, which lets him apply any offensive spell that Vivi has for added damage on his attacks (this uses up Steiner's MP, not Vivi's). Make your way through the forest until you reach the healing spring (you can complete your first Mognet mission with the Moogle here). After you've healed up at the spring, continue to the right. Once you see the FMV, make sure you're ready for battle, then proceed to the next room for your first real boss fight. Use Steiner's Magic Sword with Fire until he runs out of MP. Vivi should cast Fire and Zidane should either steal or start chopping away. If the Plant Brain blinds you with Pollen, don't worry about using Eye Drops on anyone besides Zidane (even if he's blinded, Steiner can always hit with the Magic Sword, and Vivi shouldn't be doing any physical attacks anyway). Once you do enough damage, Blank will join the fight. He can also steal, so if you haven't taken the Plant Brain's Iron Helm yet, put either Zidane or Blank or both onto stealing until you get it. Keep fighting until you take it out.


Queen Stella
"<Quack! Quack! Quack!> You may take the reward from my servant!"



- Now it's time to run. As soon as you gain control, go to the sub-screen and heal anyone that's low on life from the boss battle, then start hoofing it. If you do get caught, (which you will at least once), just fight off the plants—they're not that tough—and keep running until you reach the FMV. Events unfold (as well as a lesson from Mogster), and eventually you'll reach the overworld for the first time.

10 Mist Continent

- At this time, we suggest building up your characters a bit. Learn the most useful of the abilities available on your equipment and gain some levels. When you're ready, head south to the Ice Cavern. (If you need potions, you can take a detour to the west and enter the Melda Arch where a woman behind the door will sell you medicine.)

(cont. from page 145)

best results, enter the Unlimited Ammo code after the Every Weapon code).

Every Weapon: Square, Square, Circle, Circle, L1, L1.

Unlimited Ammo: L1, L1, R1, R1, Circle, Circle.

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.

Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle, Circle.

Super Slow Rockets: L1, R1, R1, L1, Triangle, Square.

Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1.

Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access. Now you can watch any movie or choose any starting level in the game!

Fear Effect

Press START on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.

999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.

Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.

One-Hit Kills with Firearms: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.

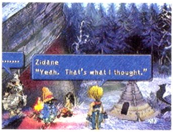
Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Grind Session

All Tricks Enabled: Press START to pause the game, then press Down, Left, Up, Right Down, Left, Up, Right. "All Tricks Enabled" will appear on the screen. Now when you access the



11 Ice Cavern

- Avoid the gusts of wind in here or you'll have to fight a Wyerd (if you do fight one, use Vivi's Fire or Steiner's Fire Sword to take it out easily). Look out for the ice walls that Vivi can melt to reveal chests and hidden passages (make sure to search the upper wall of the Icicle Field for an Elixer). When the path splits, take the left path to reach a Moogle, then head back down and take the right path. After the chilling conclusion of the scene, Zidane will awake. Make sure you are fully healed, then continue into the next room for a boss battle.

- This is where you'll be glad you built up your characters, since Zidane must take on the bosses by himself. If you happen to Trance during the battle, it will be a lot easier, but even if you don't, you'll be OK as long as you keep yourself healed with potions. Take out the Black Waltz first, then concentrate on the Sealion (if you're confident you can survive, try stealing some equipment). After you rejoin your party, go back into the room where you fought the boss and continue up the path to exit the Ice Cavern.

12 Dali

- Once you leave the Ice Cavern, head to the village of Dali. When you arrive in the village and stay at the inn, the party will split up temporarily. Once you gain control of Zidane, leave the inn and head to the top of the village to find Vivi. After talking to him, head to the equipment shop to find the princess, who has changed her name to Dagger. Talk to her, upgrade your equipment at the

SYNTHESIS SHOPS

Item to Create	Ingredient 1	Ingredient 2	Cost
Butterfly Sword	Dagger	Mage Masher	300
The Ogre	Mage Masher	Mage Masher	700
Exploda	Mage Masher	Mythril Dagger	1,000
Rune Tooth	Mythril Dagger	Mythril Dagger	2,000
Angel Bless	Mage Masher	Mage Masher	9,000
Sargatanas	Gladius	Zorlin Shape	12,000
Cotton Robe	Wrist	Steepled Hat	1,000
Silk Robe	Silk Shirt	Bandana	2,000
Magician Robe	Mage Staff	Magician Cloak	3,000
Glutton's Robe	Mythril Fork	Cotton Robe	6,000
White Robe	Gaia Gear	Jade Armlet	8,000
Black Robe	Gaia Gear	N-Kai Armlet	8,000
Desert Boots	Leather Hat	Leather Shirt	300
Yellow Scarf	Feather Hat	Steepled Hat	400
Glass Buckle	Glass Armlet	Leather Wrist	500
Germinas Boots	Desert Boots	Fork	900
Cachusha	Magus Hat	Rubber Helm	1,000
Coral Ring	Lightning Staff	Rod	1,200
Gold Choker	Linen Cuirass	Soft	1,300
Magician Shoes	Germinas Boots	Bone Wrist	1,500
Barette	Needle Fork	Barbut	1,800
Power Belt	Glass Buckle	Chain Mail	2,000
Madain's Ring	Bone Wrist	Stardust Rod	3,000
Fairy Earrings	Magic Armlet	Soft	3,200
Extension	Lamia's Tiara	Multina Racket	3,500
Reflect Ring	Anklet	Madain's Ring	7,000
Anklet	Gold Choker	Peridot	4,000
Feather Boots	Magician Shoes	Phoenix Pinion	4,000
Black Belt	Twist Headband	Survival Vest	4,000
Pearl Rouge	Moonstone	Elixir	5,000
Promist Ring	Chimera Armlet	Ruby	6,000
Battle Boots	Feather Boots	Wing Edge	6,500
Rebirth Ring	Diamond	Anklet	7,000
Angel Earrings	Fairy Earrings	Barette	8,000
Garnet	Ore	Remedy	350
Amethyst	Ore	Annoyntment	200
Peridot	Ore	Soft	100
Sapphire	Ore	Antidote	200
Opal	Ore	Potion	100
Topaz	Ore	Eye Drops	100
Thief Gloves	Mythril Armlet	Sargatanas	50,000

Trick List, you will see all of them are enabled.

International Track & Field 2000

Play as Konami Man: On the "Select Event" screen, choose the event you want to play and then enter the Konami code (Up, Up, Down, Down, Left, Right, Left, Right, Circle, X). If entered correctly, you'll hear a sound. Now when you begin the event, your character will be Konami Man! When you begin an event with a female athlete, the character will be Konami Woman.

Kurt Warner's Arena Football Unleashed

On the "Today's Contest" screen, enter any of these codes the number of times shown with the Turbo, Jump and Pass buttons (For example, if the code is 1, 2, 3, Right, you will press Turbo one time, Jump two times, Pass three times and then press Right).

Fast Passes: 2, 5, 0, Left.
Super Passing (2P must Agree): 4, 2, 3, Right.
Super Field Goals: 1, 2, 3, Left.
Show Field Goal %: 0, 0, 1, Down.
Allow Stepping out of Bounds: 2, 1, 1, Left.
Power-Up Blockers: 3, 1, 2, Left.
Avengers Stadium: 1, 1, 5, Left.
No First Downs: 2, 1, 0, Up.
No Interceptions: 3, 4, 4, Up.
Infinite Turbo: 5, 1, 4, Up.
Super Blitzing: 0, 4, 5, Up.
Power-Up Teammates: 2, 3, 3, Up.
Power-Up Defense: 4, 2, 1, Up.
No Random Fumbles: 4, 2, 3, Down.
Hide Receiver Name: 1, 0, 2, Right.

(cont. on page 148)

STRATEGY GUIDES

Here's the system: If the strategy guide is useful, gives tricks and tips and helps you narrow your game time, it's going to score well. If it doesn't, unsurprisingly, it's not. Will the guide make you a better gamer? It'd better, or we'll tell you to spend your cake elsewhere.

Ready 2 Rumble Boxing Round 2

There's quite a bit to know about Ready 2 Rumble Round 2, and this guide is packed with all of it. It gives you a list of all the combos and special moves for each and every boxer and even tells about hidden characters Michael Jackson and Shaquille O'Neal. The only shortcoming of the guide is that it doesn't divulge who all of the secret characters are. Apparently, you'll have to go to the Prima Web site for that info. Otherwise, this will definitely improve your Rumble skills so you can do the glove dance on any of the opposition (even the ones they aren't ready to tell us about).

Final Score ●●●●
www.primagames.com

Tekken Tag Tournament

For the average fellow that just wants to let out some aggression via polygonal fighting, this guide is *not* for you. This thing is so hardcore it's intimidating. There are up to five pages on some combatants, and you'll learn everything from juggles, to throws, to a complete moves list that is overwhelmingly excellent. If you're going to take the time to really learn a character, this is the best way to go about it. An excellent guide.

Final Score ●●●●●
www.primagames.com

Ridge Racer V *and* MotoGP

How much can you really glean from a strategy guide about a racing game? If there aren't lots of shortcuts to figure out, then it's basically: Take a left at the place where you have to take a left. Duh. There aren't really any secrets to the game, either. The strongest part of the guide is actually for MotoGP, since it's partly useful, but otherwise this game doesn't need a guide in the least.

Final Score ●
www.primagames.com

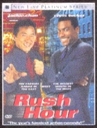
Medal of Honor Underground

If you're having trouble getting through the game and ending the Nazi reign, this is a great guide to pull you through. There are maps of each level (which could have been a little cleaner and, in turn, a bit more useful). There are little tips throughout the levels and you'll have a list of secrets and unlockables at your fingertips. Besides the maps, another shortcoming is that the same four pieces of art show up time and time and time again. But, besides the artistic redundancy, this is a guide for any gamer struggling through MoHU.

Final Score ●●●●
www.primagames.com

DVD EASTER EGGS

Boogie Nights Double Platinum DVD
On the latest version of P.T. Anderson's *Boogie Nights* DVD he says to check your color by using the color bars in the setup. You'll find some footage hidden there. But brace yourself for what you'll see.



Rush Hour DVD
This one works best if you access the Heavy D video first, then input these title and chapter numbers: Title: 4, Chapter: 3. You'll be welcomed to an early attempt at film-making by *Rush Hour* director Brett Rattner. It's a home video clip of a short film Rattner made called "Evil Luke Lee," which parodies old Kung Fu flicks.

Yellow Submarine DVD
Try clicking all over the submarine itself. You'll find all sorts of goodies by clicking in different places.

Wizard of Oz DVD
Here are two eggs from the same film classic. First, go to the cast, (the one in which you see the wicked witch and a tree beside her) and move the highlighting arrow to it. It will highlight an hourglass. Select it to read more info on those entertaining flying monkeys. Second, highlight the yellow orb on Glenda's info page. It contains more info on the munchkins.

The Mummy DVD
When entering the area for languages on this DVD music will start to play. No big deal, right? Well, usually this type of music is looped, but you'll be able to listen to Jerry Goldsmith's entire score for *The Mummy* on this one.

Man on the Moon DVD
Go into the Bonus Materials after you start up the DVD then skip over to Andy's Biography. You'll see little pictures of Andy Kaufman's face near the bottom of the screen. Use your remote to highlight these pictures and while on them, hit Enter. You'll see a variety of clips of the real Andy. There are six clips in all.

The Fifth Element DVD
On the main menu, move the cursor to highlight the subtitles icon. Then press up on the remote. You'll notice the cursor has disappeared. Hit Enter. A hidden picture will appear. Press these buttons in this order to view the four other pictures: Up, Down, Left, Right. Now hit the Enter button to launch the teaser trailer.

Zidane
"Garnet?
She's out cold..."

shop, then head back to the inn. Once you reunite with Dagger, you'll need to search for Vivi. Return to where you found him before and search the small pipe in the ground to the left, next to the building. Next, enter the windmill building to the left and the kid that was guarding the hatch on the left will be gone. Now you can enter the hatch to go underground. Once inside, proceed through the passages until you find Vivi trapped in a crate—free him and he will join your party again. Now continue through the rooms to the right until the action eventually switches back to Steiner.

13

Mountain Observatory/Cargo Ship Landing Site

- Follow the old man down the mountain and go into his home. Talk to him, then head out onto the overworld. After Steiner reaches the cargo ship landing site, he will find a crate that contains the other party members (don't worry, both options you'll be presented with will allow them to escape). After they talk for a bit, another Black Waltz will fly in and it'll be time to fight again. As usual, steal or attack with Zidane. Steiner and Vivi should use Sword Magic and spells, but don't use Fire (the Black Waltz will punish you). Use Dagger to heal the party—her Cure spell heals the whole party to full if you use it on everyone at once. If the Black Waltz takes one of your characters out, quickly use a Phoenix Down to bring them back to life. After the battle, you can leave for the cargo ship right away or go back into town to heal up, save, buy equipment or anything else you need to do before continuing. When you are ready, head back out and jump onto the cargo ship.

14

Cargo Ship

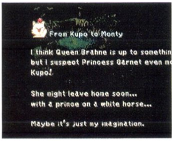
- Head forward and climb up onto the upper deck of the ship. Enter the cockpit, and, after a series of events, it's time for the Black Waltz #3 to take his turn at fighting you. You can use whatever kind of magic you want this time, just let loose with everyone's best attacks. After a nice FMV, you'll end up in Lindblum.

15

Lindblum

- Follow Artania to the right and you will eventually end up in the chambers of Cid Fabul. After witnessing the surprising events there, you'll enter a bar as Zidane. In the bar, you'll meet Freya (she won't join you yet). After that, you'll wake up at the inn, then you can explore the city. At this point, you should do all the usual things such as buying items, searching the town for treasure and buying equipment (buy as many Steepled Hats as you can afford—you'll see why later). After you've explored everything in the Business District, head to the Air Cab station across the street from the inn and go to the Theatre District. From there, follow the path until you come to Zidane's old hangout. Search the room for some useful items, then head back out onto the street and return to the castle.

- In the castle, go to Garnet's room,



From Kupo to Monty

I think Queen Brahne is up to somethin
but I suspect Princess Garnet even mo
Kupo!

She might leave home soon...
with a prince on a white horse...

Maybe it's just my imagination.

then head to the fountain room and try to take the lift. You'll need to disguise yourself, so go back to the right and head down the stairs to find the sleeping guard—Zidane will trick him, then you can take the lift up to the top floor. Take the left hallway and proceed up the stairs. After an FMV and some dialogue, you'll end up in Garnet's room, where you'll learn that it's time for the Festival of the Hunt. Save at the Moogle, then make your way to the Air Cab station. Once you reach the Theatre District, a 12-minute time limit will begin. You will need to hunt down as many monsters as possible in this area, but you should try to avoid the Trick Sparrows—they don't give very many points. Once you've cleared out the Theatre District, head to the Business District. Search the area for monsters to kill, just like you did in the Theatre District. At the spot where the street splits, head left instead of right. After you've cleared out that area, go back and take the route on the right to fight Zaghnol. Vivi and Freya will join the fight, so you actually can decide who will win the contest. For the best result, let Freya get in the killing blow to win the contest and you will get a Coral Ring as a reward.

- Once the Festival is over and you've received your reward, the party will learn of the situation in Burmecia. After a discussion and the surprising results of the meal, Garnet and Steiner will head out on their own and you will take control of Zidane, Freya and Vivi. Make sure Freya is equipped, then head to the castle lift and go to the bottom floor. Take the left

(cont. from page 147)

Big Football: 0, 5, 0, Right.
Big Head: 2, 0, 0, Right.
Huge Head: 0, 4, 0, Up.
No Head: 3, 2, 1, Left.
Headless Team: 1, 2, 3, Right.
Team Tiny Players: 3, 1, 0, Right.
Team Big Players: 1, 4, 1, Right.
Team Big Heads: 2, 0, 3, Right.
Hyper Play (2P must agree): 5, 5, 5, Up.
Show More Field (2P must agree): 0, 2, 1, Right.
No CPU Assistance (2P must agree): 0, 1, 2, Down.
Power-Up Speed: (2P must agree): 4, 0, 4, Left.
Tournament Mode (2P game only): 1, 1, 1, Down.
Smart CPU Opponent (1P game only): 3, 1, 4, Down.
Power-Up Offense: 3, 1, 2, Up.
Fast Turbo Running: 0, 3, 2, Left.
Invisible: 4, 3, 3, Up.

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.
Force: Hold L1 and press Left, Right, Circle,

car to go to the Dragon Gate. Stock up on items and save at the Moogle if you wish, then head back out onto the overworld.

16 Qu's Marsh

- Before you do anything else at this point, head to the north and search for something that looks like a flat forest—in actuality, this will be Qu's Marsh. Enter the marsh (you'll recognize it as where you saw the two lesson ATEs from Mogster) and keep going up until you reach the area with the two Moogles and the tall grass. If you walk along the grass at the top of the screen, you will find several paths that lead up. Take one of the paths and keep going up until you reach a pond where Quina is trying to catch frogs.

- Talk to her (let's just consider Quina a "she"), then catch a frog for her. Eventually she'll join your party; once she does, you can return to the pond and catch more frogs. As you catch frogs, Quina's teacher will reward her with items and the power of Quina's Frog Drop spell will increase (eat a frog enemy in Qu's Marsh to obtain it). When catching frogs, make sure to leave at least one male and one female so they can reproduce more frogs for later. Also, keep in mind that Golden frogs spawn frogs very quickly, so it's best to just leave them alone.

17 Gizamaluke's Grotto

- After leaving the marsh, it's a good idea, again, to build up your characters a bit and to learn new abilities. When you're ready, head northeast to Gizamaluke's Grotto. Once inside, head down the path and you will have to fight a series of black mages—you will get a Gizamaluke Bell after you defeat them. You can use each bell only once to open one of the doors. There is no wrong way to do it, as behind each door you'll find a way to get another bell.

- After you go through one of the doors in the main room, you will end up in a room with a large bell and a Moogle. Talk to the Moogle and give it Vivi's Kupo Nut to free the other Moogle trapped under the bell—this will also reveal a chest with another Gizamaluke's Bell. Take the bell and go through the door on the right of the room. In here, there's a save-Moogle as well as a vine that leads outside. It's a very bad idea to take the vine out to this area at this time unless you're interested in a quick and painful death at the claws of the monsters there. Instead, head back into the previous room (you will receive another bell on the way out) and make sure your party is ready for a boss battle, then take the left door.

- After you talk to the wounded soldier, you'll have to fight Gizamaluke. The method for fighting it is pretty standard. Zidane should attack or steal, Freya and Quina should attack and Vivi should use Fire or Thunder magic. Just keep everyone's hit points high with potions and the battle should be easy. After the fight, the party will head out of the Grotto and the action will return to Dagger and Steiner.

19 Burmecia

- After you trick the guards, you will enter South Gate. Talk to the man fixing the gate (don't kill him), then tell his superior at the right of the screen that his worker is slacking. Next, talk to the man at the top of the screen and console his wife. After the coast is clear, head toward the alley, get your ticket from the guard, then head back to the alley again. After Dagger gets out of the bag, continue into the next area. Here, you can buy items as well as save your game. When you are ready, head up and get on the train.

18 South Gate

- Back at Gizamaluke's Grotto, you will gain control of the other party as they leave. Once you reach the overworld, head north until you reach an area where it starts to rain. Here you will find the kingdom of Burmecia. Head up until you reach a large building with several doors. You'll encounter some more black mages; fight them, then proceed through each of the doors to search the building. When you reach the third floor, you will come to a wooden plank balanced across the path. If you run across it, it will fall, so if you want the chest first, walk across to get it, then you should run and cause the plank to fall to the level below. Return to the second floor and use the plank to cross to the other side. Continue until you reach the balcony. Jump to the other side then talk to the wounded soldier. Search the bed for a bell, then head back to the large door that you couldn't open before. Use the bell and the door will open.

- Head up the stairs, and, after the scene there, you will be in an area with another building with a large door. Enter the building to help out, then head back out and go up the stairs. You will end up in a courtyard with two doors and a path in the middle. Take the door on the right to a save point and the opportunity to buy some nice equipment from the Moogle there. Next, walk back out and take the left door to get a Mythril Spear for Freya. After this, take the path between the two doors. After you comfort Freya, she will jump up the wall and enter the castle. Follow her in and you will see a startling event. Now it's time to fight Beatrix. Although you can't really defeat Beatrix, she can kill you, so be careful. Just keep attacking her and heal yourself with Phoenix Downs and Potions until she uses Stock Break to take everyone down to one HP. The battle will end along with disc one.

To Be Continued Next Month

Left, Right, Left.
Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

MediEvil II

Cheats Menu: Press START to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll also open options that add health, money and weapons!

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose the "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.

NCAA GameBreaker 2001

On the main menu screen, choose the "Customize" option. On the "Customize" screen, choose the "Easter Eggs" option. Now you can enter the following passcodes to unlock the various new game options as shown below (Note: Smaller capital letters indicate the entry of the passcode using the smaller size letters).

Player Attributes Are Now 99: BEAT DOWN
Acquire All Blue Chips: MOTIVATE
Make High Attribute Walk-On Players: FRANKENSTEIN
Take You to Credits Screen: HOLLYWOOD

NCAA Football 2001

At the main menu, select the "Game Settings" option. Next, highlight and enter the Secret Codes menu. Now press SELECT and enter one of the

(cont. on page 150)

MEDAL OF HONOR: UNDERGROUND

UNDERGROUND SECRETS

To unlock the secrets of Medal of Honor: Underground you'll have to be "excellent." Seriously. Here's how it works. On a three-level mission you'll have to get at least two "Excellents." And on a four-level mission you'll need at least three "Excellents." There's not much margin for error. At the end of each level you'll receive a rating. Here's how it shakes out:

Average: Finish the level.

Good: Finish the level and kill off at least 95% of the enemies.

Excellent: Finish level (surprise, surprise), eliminate 95% of enemies and have at least 75% of your health remaining.

After each level with an Excellent rating a new secret code will be unlocked. Each of the codes can enable or disable a cheat. Some are helpful for single-player missions and some are made to spice up the multiplayer. Here they are:

Swell Multiplayer: This cheat will cause random changes to the multiplayer mode. It's pretty goofy, really. It reverses the controls, freezes you randomly, forces you in directions you don't want to go, pumps up your ammunition for no viable reason and can also change your firing rate. This one begs the question: Who let the dogs out?

Bouncing Bullets: Who doesn't love to be shot after a bullet hits a wall? Well, with this cheat on that's exactly what might happen. Adds a little bit of strategy to the trigger-squeezing.

No-Reload Mode: Perfect for the childishly impatient. You'll no longer have to trouble yourself with hitting that difficult-to-find Square button. Although, it definitely comes in handy when there are guys in your mug and you're all out of ammo.

Pedoski Mode: Starving for a one-hit kill? You got it. Pedoski mode makes every hit a lethal one. Perfect for clearing a level with two clips or less!

Civil War Mode: It's every man for himself when this cheat is flipped on. Enemies will actually be fighting with one another, but they'll be coming after you, too. The only allies you've got are your buddy and yourself.

4X Firing Rate: Every gun becomes a serious bloodbath machine when this cheat is cranked up. Even a Colt .45 becomes something special, but the real treat is using it with the submachine gun. Yowser.

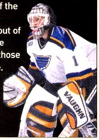
Unlimited Ammo: All the ammo will disappear from the level. Why? You won't need it. Your NRA-approved hand cannon is filled to the gills with slugs and it'll stay that way.

Wacky Taxi Mode: This changes up the single-player missions. Everything will be timed and you'll have to eliminate the baddies to keep enough time to complete the objectives. You'll earn 10 seconds for every kill. Sounds fair to me.

EA SPORTS NHL 2001

Tired of getting skated over by your roommate? Here are some slick tips to make sure you can withstand the barrage of slapshots to your goalie's mask.

THE HUMAN WALL

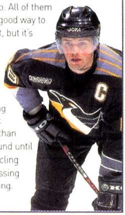


OK, you have to stop the puck. Fat chance if you're trying to do it yourself every time. Let your goalie do the work, but prepare for shots to sneak top shelf at any time. Here are two ways to keep the puck moving and out of your net.

First off, when you're killing a penalty you'll want the puck on the opposite end of the ice as much as possible. Duh. One of the best ways to accomplish this once your goalie has it in his trapper is by giving a quick touch to the L2 button. This serves as a dump-in or a clear usually. But when your goalie's doing it, it'll slap off the boards and scoot the length of the ice.

Second, don't pull your goalie way out of position when you're trying to move the puck up ice. It sounds simple, and for those hockey nuts rolling their eyes: Bite me. This is something even the hardcore forgets. But it's truly an amateur move. Keep your goalie in the crease to make the quick outlet pass.

HAT TRICK CITY



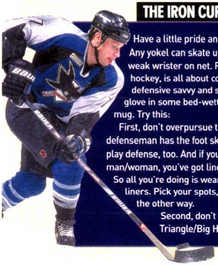
Forget winning. Score enough goals to bury your opponent in the nasty refuse of shame. Here are some dos and don'ts.

As far as the Spin Move goes, it's actually useful. Use it in the middle of the ice to shed a defender (good luck), but don't use it against the boards. If you're going to use it against the boards, just do a drop pass and turn it over. Because, in effect, that's what you're doing anyway.

When you're 1-0n-1 with the man behind the mask, there's a couple things to do. All of them end in "shoot." A deke is a good way to put the biscuit in the basket, but it's also a good way to get the puck sucked off your stick. If you have a premier shooter then, well, shoot. If not, deke then shoot.

Passing the puck is going to make you look like a star. And there's nothing cooler than tic-tac-toeing the puck around until you can see little birdies circling the goalie's helmet. Not passing will lead to a lot of not scoring. So, you figure it out.

THE IRON CURTAIN



Have a little pride and play some defense! Any yokel can skate up the ice and flip a weak wrister on net. Real hockey, *today's* hockey, is all about concentration and defensive savvy and shoving the stinky glove in some bed-wetting poster boy's silly mug. Try this:

First, don't overpursue the puck. Not every defenseman has the foot skills to get back and play defense, too. And if you're playing like a real man/woman, you've got line changes kicking. So all you're doing is wearing down your blueliners. Pick your spots, or ready for a 3-on-1 the other way.

Second, don't overuse the Triangle/Big Hit button. It may knock the victim into next week, but it takes your defenseman off his skates. Better to conservatively tap O and save the Big Hit for when you've run up the score. Otherwise, it'll probably just mean Big Penalties. Got it?

Third, if one of the opposition's studs has that goal-scoring glint in his eye, do whatever it takes to decapitate him. This is where all Big Hit bets are off. Here's a short list of forwards you want to see on their backside: Owen Nolan, Pavel Bure, Jaromir Jager, Petr Forsberg, Theo Fleury, Pavol Demitra, Brendan Shanahan, Brett Hull.

Finally, with the puck in the zone, try faking shots from the point. It'll open up lots of space for your forwards which equates to quality shots.

(cont. from page 149)

following cheats to get the results as shown below. A voice will say, "It's in the game" when you enter the codes correctly.

Full Poll: POPULARITY (Press R1 twice on the Poll screen to view more team rankings.)
Slower Players: CEMENTFEET
All Stadiums Unlocked: OPENSESAME
View CPU Plays: MINDREADER
Faster Players: SCRAMBLE
Faster Daytime Effects: DAYNIGHT
Maximum Attribute Points: BALLER
Maximum Recruiting Points: HEADCOACH
Receivers Always Catch: HANDSOFGLUE
Defense Always Intercepts: OSKIE
Wind at Maximum: SAFETY
Change the Date: Y2K
Juggernaut Team: BULLDOZER

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below to get these results.

NHL Teams Available: BAILEY
Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)
Bonus Moves: IAMWEAK
Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

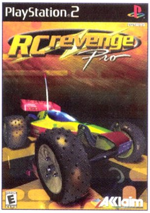
Nightmare Creatures II

In the middle of the game, press START to

(cont. on page 152)

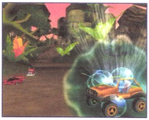
Chicks dig guys

with small cars.

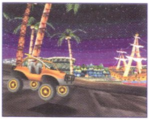


uys With Small Cars Wanted.

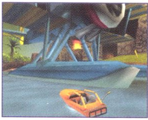
Grab the controls. And hold on for dear life with the most electrifying, high-speed racing experience available on land, sea and everywhere in between. RC REVENGE PRO delivers racing like you've never seen before. It's arcade RC action so intense you won't believe your eyes.



Blow away the competition with insane weapons! Shock-Wave, Bouncing Mines!



Race in movie-themed worlds! Lost Inca Temples and Pirate World!



Kick into overdrive with over 30 vehicles, including first-ever RC boats!

PlayStation 2

EVERYONE
E

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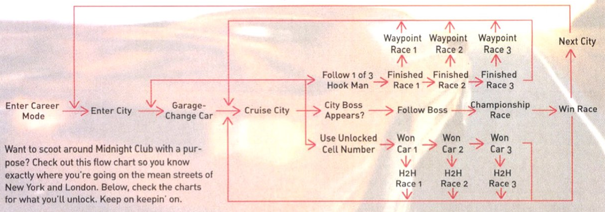
MIDNIGHT CLUB STREET RACING

In cruise mode look here for new cars:

- On top of building in battery park. Use the jump in the armory to get to it.
- Find the C-shaped ramp in the warehouse district and make the jump at about 60-65 mph. If your speed is right you will hit an elevated tunnel which has the other light.
- On top of building in Picadilly Circus (use the jump near the cruise mode starting point).

NEW YORK



Want to scoot around Midnight Club with a purpose? Check out this flow chart so you know exactly where you're going on the mean streets of New York and London. Below, check the charts for what you'll unlock. Keep on keepin' on.

Race Type	Opponent	Winning Unlocks Race	Winning Unlocks Vehicle
H2H0	Kareem	H2H1	PT Phoenix (Standard)
H2H1	Kareem	H2H2	PT Phoenix DDX
H2H2	Kareem	*	PT Phoenix ICX
H2H3	Lucas	H2H4	Allister Grunion
H2H4	Lucas	H2H5	Allister Grunion II
H2H5	Lucas	*	Allister Grunion III
H2H6	Emily	H2H7	Rauchen Blitz 300
H2H7	Emily	H2H8	Rauchen Blitz 300i
H2H8	Emily	H2H9	Rauchen Blitz 300xr
H2H9 Bonus	Cop	*	London Cop Car
WP0	Kareem	WP1, H2H0	
WP1	Kareem	WP2	
WP2	Kareem	NYC WP10 Bonus	
WP3	Lucas	WP4, H2H3	
WP4	Lucas	WP5	
WP5	Lucas	NYC WP11 Bonus	
WP6	Emily	WP7, H2H6	
WP7	Emily	WP8	
WP8	Emily	NYC WP12 Bonus	
WP9 City Champ	Darrren	NYC WP13 Bonus	
WP10 Bonus	Emilio	*	Double Decker Bus
WP11 Bonus	Keiko	*	London Taxi
WP12 Bonus	Larry	*	London Mail Truck
WP13 Bonus	Darren	*	Amata Crescendo
WP14 Bonus	World Champ	NYC WP14 Bonus	Zender Beta

LONDON

In cruise mode look here for new cars:

- On top of red building in the Southeast. You'll know what I mean when you see it.
- There is a building in Trafalgar Square with a glassed-off hallway (I know it's a famous building, but I'm stupid and don't know the name), simply drive up into this hallway.

Race Type	Opponent	Winning Unlocks Race	Winning Unlocks Vehicle
H2H0	Emilio	H2H1	Crusero Bueno
H2H1	Emilio	H2H2	Crusero Magnifico
H2H2	Emilio	*	Crusero Excellente
H2H3	Keiko	H2H4	Piranha PDQ
H2H4	Keiko	H2H5	Piranha PDQ R
H2H5	Keiko	*	Piranha PDQ Ari
H2H6	Larry	H2H7	Jones J400
H2H7	Larry	H2H8	Jones J420
H2H8	Larry	H2H9	Jones J450
H2H9 Bonus	Cop	*	NYC Cop Car
WP0	Emilio	WP1, H2H0, WP3, WP6	
WP1	Emilio	WP2	
WP2	Emilio	London WP10 Bonus	
WP3	Keiko	WP4, H2H3	
WP4	Keiko	WP5	
WP5	Keiko	London WP11 Bonus	
WP6	Larry	WP7, H2H6	
WP7	Larry	WP8	
WP8	Larry	London WP12 Bonus	
WP9 City Champ	Kareem	London	
WP10 Bonus	Kareem	*	Bus
WP11 Bonus	Lucas	*	Ice Cream Truck
WP12 Bonus	Emily	*	Parking Cop
WP13 Bonus	Darren	London WP13 Bonus	Amata Fiorenza
WP14 Bonus	World Champ	*	Zender Alpha

(cont. from page 150)

pause the game. Then hold L1+R2+Square+Circle and press SELECT. You will now be at the "Cheats" screen with the option for invulnerability. On this screen, enter any one of these codes to add new options to the menu.

Unlimited Continues: Press and hold L1+R1+R2 and then press SELECT.

Kill Enemy: Press and hold L1+L2+R1+Square and then press SELECT.

Unlimited Power-Up: Press and hold L1+R1 and then press SELECT.

Enemy Unlimited Life: Press and hold Square+Circle and then press SELECT.

Display Hero Life: Press and hold L2+R2+Square and then press SELECT.

Speed Punks

Boost Start: This trick will give you a boost ahead of the other cars when you begin a race. At the start of a race when the lights start to count down, wait until the third red light beeps and then immediately hold the X button. For best results, try holding the X button about halfway in between the third and fourth light.

Instant Turbo Blast: In the middle of the game, press and hold the Accelerator and Brake buttons simultaneously. Now turn yourself around twice, so that you complete two 360s and let go of the Accelerator and Brake buttons.

Spider-Man

Go to the main menu screen and access the "Special" menu. Next, highlight and enter the "Cheats" option. Now you can put in any of the following cheats (which are shown in caps.) on the "Enter Cheats" screen as shown below.

Level Select: XCLSIOR
Invulnerable: RUSTCRST
Webbing: STRUDL
Game Comic Covers: ALLSIXCC
Movie Viewer: WATCH EM
Character Viewer: CVIEW EM
Storyboard Viewer: CGOSSETT
What If Contest: GBHSRSPM
Ben Reilly Costume: BNREILLY
Symbiote Spidey Costume: BLK-SPIDR
Spidey 2099 Costume: TWNTYNDN
Captain Universe Costume: S COSMIC
Spidey Unlimited Costume: PARAL-LEL
Scarlet Spider Costume: LETTER S
Amazing Bagman Costume: AMZBG-MAN

(cont. on page 154)

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CONTEST 1 - VIDEO GAMES

Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, Xbox, Gameboy Advance, accesories and 36" monitor. Base prize package value $1400.

CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive,8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

CONTEST 3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Options include Sattelite TV and camcorder. Base prize package value $7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 59% attain the highest score in phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle.

All entries must be post marked by July 25, 2001.
ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY.
WE WILL NOT ACCEPT CANADIAN CHECKS.

PRIZE PUZZLE

WORD LIST

TOWER - P	LEGAL - Y
EARTH - X	EMPTY - V
WORLD - U	WATER - T
SPACE - W	COAST - A
~~HAPPY - O~~	FIELD - B
SHARE - Z	BLADE - D

		T			
H	A	P	P	Y	O
	L				
			S		
				L	

SECRET WORD ↓

SECRET WORD CLUE:
What comes after yesterday but before tomorrow?

Clip This Order Form And Mail It

DIRECTIONS
Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

ENTER ME IN THE FOLLOWING CONTESTS:
☐ ($3) Video Game ☐ ($3) Home Theater
☐ ($3) Computer ☐ ($5) Enter All Three

102

Name

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Value of prize packages as follows: Video Game package $1400 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net. or call us at 952-826-0033.

TEKKEN TAG TOURNAMENT

TEKKEN TAG'S BOWL-O-RAMA AND OTHER EXTRA MODES

You unlock the extra modes and the characters the same way: beat the Arcade Mode. Try setting the difficulty to Easy and the fight count to 1. Listed below are the goods.

Theater

After you beat the Arcade Mode for the first time. Then you'll be able to see all the ending movies for the characters that you've beaten Arcade Mode with. You'll even be able to choose what costumes they wear in the flicks. With characters like Kuma or Eddy, you'll have to beat the Arcade Mode more than once to view their alter egos' endings.

Tekken Bowl

Beat the Arcade Mode 10 times to unlock this. Cool as any unlockable out there.

Jukebox

Score 200 or higher on a game of bowling and you'll be rewarded with the Jukebox feature. Hit Start to access the Bowling menu and select "Bowling Options." Choose from 14 different tracks or go silent.

Gallery

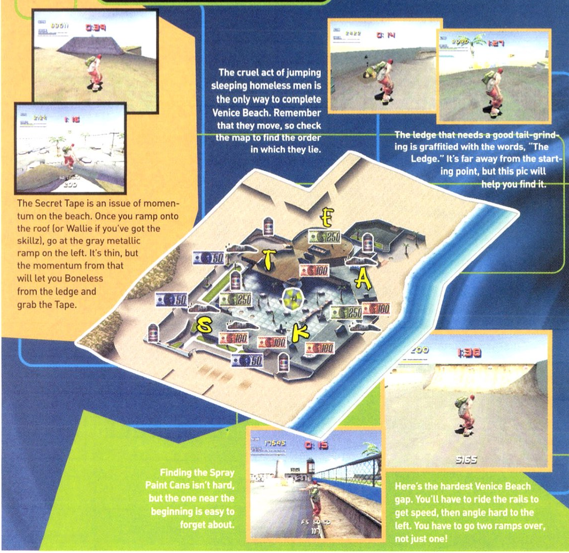
Beat Arcade Mode a grueling 14 times and you'll unlock ALL of the hidden characters and you'll gain access to the Gallery. Once you have the Gallery open you can hit Start and go to Screen Capture to save up to 12 scenes in the Gallery. This way you can keep all of your coolest kicking moments on file.

Continued from the December issue

TONY HAWK'S PRO SKATER 2

Venice Beach

The Venice Beach madhouse is as impressive visually as it is skate-wise. You'll need to leap off buildings and you'll even ollie the homeless.



The Secret Tape is an issue of momentum on the beach. Once you ramp onto the roof (or Wallie if you've got the skillz), go at the gray metallic ramp on the left. It's thin, but the momentum from that will let you Boneless from the ledge and grab the Tape.

The cruel act of jumping sleeping homeless men is the only way to complete Venice Beach. Remember that they move, so check the map to find the order in which they lie.

The ledge that needs a good tail-grinding is graffitied with the words, "The Ledge." It's far away from the starting point, but this pic will help you find it.

Finding the Spray Paint Cans isn't hard, but the one near the beginning is easy to forget about.

Here's the hardest Venice Beach gap. You'll have to ride the rails to get speed, then angle hard to the left. You have to go two ramps over, not just one!

(cont. from page 152)

Peter Parker Costume: MJS STUD
Quick Change Costume: ALMSTPKR
Unlock J. James Jewett: RULUR
Full Health: DCSTUR
Big Heads: DULUX
Debug Info: LLADNEK
Everything: EEL NATS
No Naughty Words: If you enter a "naughty" word for a cheat password, Spider-Man will appear next to the word and punch it, turning it into a "nice" word.

Star Trek: Invasion

Unlock Everything: On the mission select screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1+R1, L2+R2. The screen will flash if the code was entered correctly. Now you will have access to all the levels. In the middle of any mission, press START to pause. On the pause screen, access the "Cheat Screen" option at the bottom of the menu. The Cheat screen will give you new options such as "One Hit Kills," "Player Can't Die" and "All Weapons"!
View Credits Screen: On any mission briefing screen, press these commands five times: Left, Right, Up, Down.

Tomorrow Never Dies

While playing, press START to pause. Enter the following codes for the results as shown.

Immunity from Bullets: SELECT, SELECT, Circle, Circle, Triangle, SELECT.
Pass Through Walls: SELECT, SELECT, Circle, Circle, Triangle, Triangle, Triangle, Triangle.
Every Weapon and 50 Health: SELECT, SELECT, Circle, Circle, L1, L1, R1, R1.
Mission Complete: SELECT, SELECT, Circle, Circle, SELECT, Circle.

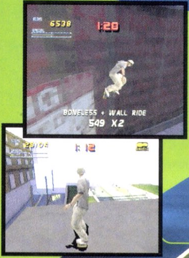
Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.

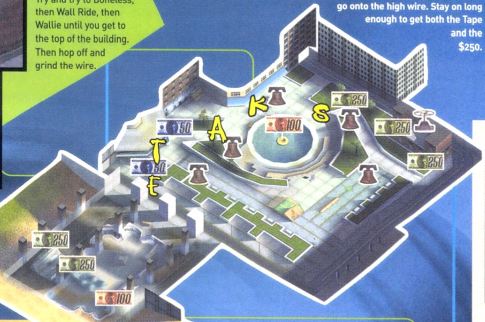
Big Head Mode: Hold L1 and press Square, Circle, Up, Left, Left. Go back to the main menu and then at the select player screen, you will see the skaters with big heads.
Special Available Anytime: Hold L1 and press X, Triangle, Circle, Down, Up, Right.
Get 10X Multiplier: Hold L1 and press Square, Triangle, Up, Down.
Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.
Slow Mo: Hold L1 and press Square,

Love Park

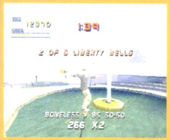
If you don't love Philly, well, you're wrong. And if you don't love the chance to empty the fountain and skate on phone lines, you're plainly an imbecile.

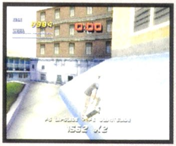


Once you've managed to reach the balcony, you're in for a headache. Try and try to Boneless, then Wall Ride, then Wallie until you get to the top of the building. Then hop off and grind the wire.



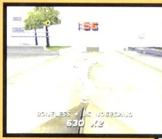
Grabbing the Secret Tape takes rail balance and the usual THPS patience. Get good speed near where the T is floating, cut right and go onto the high wire. Stay on long enough to get both the Tape and the $250.

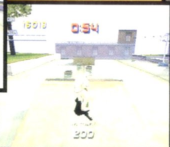




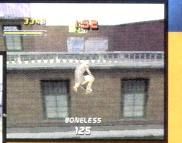
OK, this is a pain in the bottom. You'll have to land on the ledge in a grind, then transition to the Bluntside (Down, Down, Triangle).

Alright, this is freakin' cool. Get up speed by riding this spine. Try trick-ing onto it with a No Comply or a Boneless.

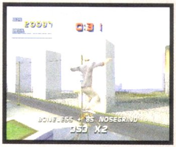




Now that your speed is up, go off this ramp and bust out some Kickflips. Now grind that rail to straighten up, then Boneless off that little lip.



Voilà! You're soaring. Hold down Triangle just in case you barely make it so you can grind that ledge. Sick move!



Want to reach the secret area? Stupid question. Ride the wire attached to the handicap incline—it'll break off if you get all the way to the cash.

Left, Up, Square, Left.
Skip To Restart Option: Hold L1 and press Square, Circle, X, Up, Down.
Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.

WCW Mayhem

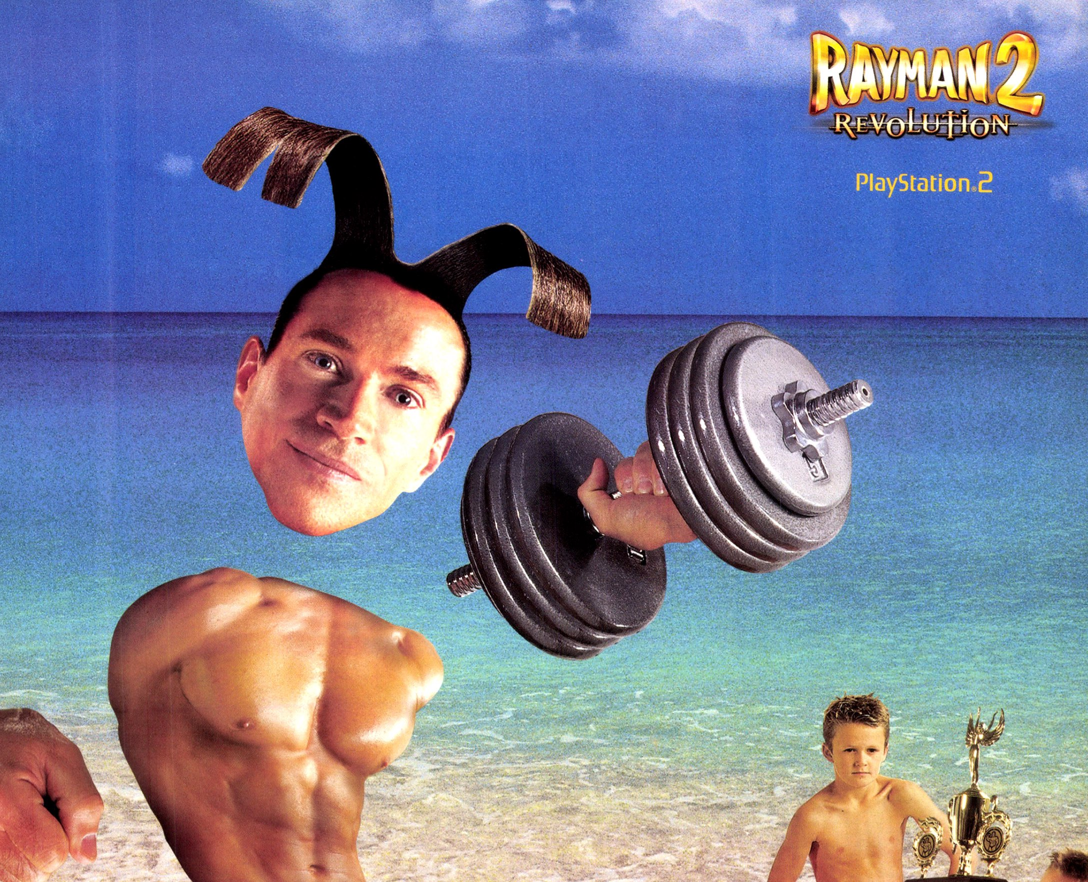
All Wrestlers: PLYHDNGYS
Play as Same Wrestlers: DPLGNGRS (Play as the same wrestler as your opponent in versus mode.)
Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium.)
Enable Quest Cheat: CHT4DBST (In Quest For The Best Mode, press Right to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the ranks!)

Who Wants to Be a Millionaire: 2nd Ed.

Replacement Names: Go to the "Enter Your Name" screen. If you enter REGIS PHILBIN as your name, Regis will say something and deny you use of that name. He will then replace it with another name such as DREAMER, FIBBER, or SMARTY PANTS. If you choose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN, or CODY. Entering the name, DAN BLONSKY (one of the millionaire winners), will get you the replacement name, PHONY.
Replacement Name: Go to the "Enter Your Name" screen. Entering the name, MILLIONAIRE will get you a replacement name, such as PHONY.

X-Men: Mutant Academy

Unlock Everything: On the main menu screen, press SELECT, Up, L2, R1, L1, R2. You will hear a voice if the code was entered correctly. Next, go to the Arcade, Survival or Academy modes and you will be able to play as Toad, Mystique, Sabretooth and Magneto. In Cerebro mode, you will have access to all the cinemas and behind-the-scenes footage!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REVOLUTION
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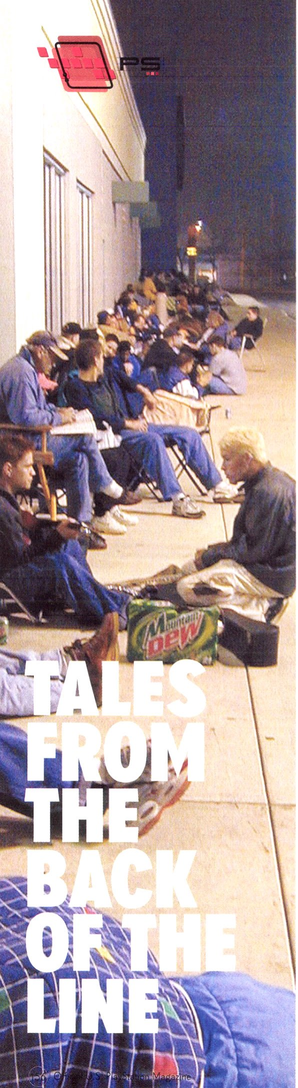

TALES FROM THE BACK OF THE LINE

So...trying to get hold of a PS2 was pretty fun huh? Just over 500,000 of you managed to get your hands on one during the first weekend, and with any luck those of you who weren't so fortunate have managed to get one of the 100,000 that have been arriving in stores each week since. We've spent the last month collecting stories from those of you who have a new best friend sitting under the TV...and those who don't.

The Case of the No-Shows

One interesting turn of events (if by "interesting" one means "frustrating enough to induce a homicidal rage") took place at the local Sears. The setup calls proved promising, if perplexing: The store would not have systems when they opened in the morning, but were expecting a shipment "around three o'clock." At 3:05 we arrived to find angry yellow signs posted on the doors: "There are no PlayStation II (sic) available in this store today." A suit in Home Appliances revealed that he, personally, had answered "about a thousand" calls about the PS2 that day. But the systems had never shown up. The dejected faces of the hangers-on in Electronics confirmed the sad tale.

Apparently a Sony shipment had arrived around three as expected, but the boxes were packed with controllers, a few PS ones, *and*...nothing more. Store management made no claims about the impending arrival, but still the hopeful set up camp outside, hoping, hoping.

Joe Rybicki
Reviews Editor

The Pain of a Near Miss

I missed a PS2 by eight people. Eight! Are you listening!? I got up early (about 9 a.m.) and drove a long and torturous distance (almost four miles) to the nearest Best Buy. All these people were lined up ahead of me, and I was, admittedly, a bit surprised when I wasn't escorted to the front of the line. And why wasn't there a sweet old lady bringing everyone orange juice!? I stood for what seemed an eternity (an hour and a half), in a seeming arctic freeze (about 65 degrees), only to leave empty-handed. It's a cruel world when you so narrowly miss a PS2. I sympathize with you all.

Todd Zuniga
Associate Editor

Crime & Punishment

I've been a long-time gamer. I've seen many system launches but never anything like the PS2 launch. I woke up early on the 26th, my alarm set at 4 a.m. and began the day of horror. I got in line at my local game store with about 70 other people. A man came out of the store telling us that in an hour the store would open, telling us to keep an orderly fashion and we'd all get a PS2. The doors swung open and 70 people shoved their way into the small door. People began to take PS2s from other customers' hands claiming they saw it first. People even fell while I slipped by and put one under my arm.

At the checkout a young boy was the first to get a PS2. He was so happy to get it. I saw him leave, very excited. Next thing I saw is something I'll never forget: Two men, one with a baseball bat, began grabbing the boy demanding his PS2. When the boy refused, the bat-wielding man swung it at the boy's arm. The boy dropped the PS2, falling to the ground. Outside other people saw what I saw and called the police. The police chased the men down and got the PS2. The store was so upset they gave the boy a new PS2 and two games. I ask myself why do people care enough about some box to actually hurt a child?

digdowndirtydawg@aol.com

The Deep Freeze

The next time Sony decides to release a new console, it better be during the hottest summer ever, 'cause freezing my butt off in the dark for nine hours just to earn the right to spend 400-some-odd dollars at Best Buy is not my idea of fun. At least I made a bunch of new friends when I handed out free copies of *EGM* and *OPM* to the people lined up behind me (screw the ones in front of me! It was cats and dogs and I wasn't getting wet for people ahead of me!).

The next morning I woke up cold and alone (nothing new there) and stood in line for another few hours while the BB managers went on power trips. Soon, though, we applauded the first to exit the store with a new PS2, which he raised in triumph before promptly dropping it to the pavement below. But, of all that, seeing Zuniga miss out on a system by about eight people made it all worthwhile.

Now stop reading this and go play SSX.

Greg Sewart
EGM Previews Editor

The Backfiring of Plan B

I preordered a PS2 at ebworld.com on June 17. When Sony announced the shortage in October, I got an e-mail from EB that said I wasn't getting a PS2 on launch day, it would come before Christmas. I was upset and set up plan B: the local K-mart. It was a school day so I asked my stepdad to wait about an hour before the store opened. When I came back from school I was upset to find K-Mart had sold out three hours before he got there. And I live in a really small town! I was so disappointed. Since I was waiting for a PS2 game I ordered, and it wasn't at the front door, I checked my back door and found a big package in the hallway. Could it be? Is it a PS2? Yes it was. I got my PS2 from ebworld.com two months ahead of schedule! I just want to thank anyone who cancelled their order at ebworld.com, and gave me my PS2. I'm real sorry for the people who waited hours or days in line to get a PS2. I feel fortunate that I was not one of them.

MANZOV@aol.com

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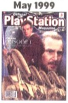
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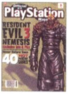
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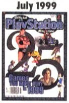
Demo Disc playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Croc 2, Soul of the Samurai, Bloody Roar 2

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October 1999
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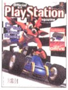
Demo Disc playables: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

Issue 26-$10
November 1999
☐

Demo Disc playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

Issue 27-$10
December 1999
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Demo Disc playables: Gran Turismo 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

Issue 28-$10
January 2000
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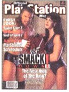
Demo Disc playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

Issue 29-$10
February 2000
☐

Demo Disc playables: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

Issue 30-$10
March 2000
☐

Demo Disc playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

Issue 31-$10
April 2000
☐

Demo Disc playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

Issue 32-$10
May 2000
☐

Demo Disc playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

Issue 33-$10
June 2000
☐

Demo Disc playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

New Larger Size!

Issue 34-$10
July 2000
☐

Tony Hawk's Pro Skater

Demo Disc playables:
Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

Issue 35-$10
August 2000
☐

Who Wants to Be A Millionaire

Demo Disc playables:
Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

Issue 36-$10
September 2000
☐

Soul Reaver 2

Demo Disc playables:
Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

Issue 37-$10
October 2000
☐

Star Wars

Demo Disc playables:
Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

Issue 38-$10
November 2000
☐

Everything you wanted to know about PS2

Demo Disc playables:
Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, Ultimate Fighting Championship

Issue 39-$10
December 2000
☐

Crash Bash

Demo Disc playables:
Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's the Emperor's New Groove

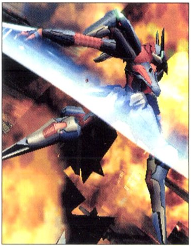
NEXT MONTH

February 2001
On sale Jan. 16

OFFICIAL U.S. PlayStation MAGAZINE

Z.O.E

Exclusive screens on the first PlayStation 2 project from the mind of Hideo Kojima, creator of Metal Gear Solid. Hands-on report of this incredible sci-fi epic. PLUS! Dark Cloud, Silent Hill 2, The Getaway, The Devil May Cry & much more



•Editorial content subject to change•

ELECTRONIC GAMING MONTHLY

January 2001
On sale now

74 REVIEWS The Most Ever!
ELECTRONIC GAMING MONTHLY
Twisted Metal: BLACK
Sweet Tooth strikes back on PlayStation 2
Reviewed: Driver 2, Pokémon Gold & Silver and Jet Grind Radio
Quake III on SegaNet Holiday hit or just a turkey?
Xbox
The system you didn't know you really wanted

Wanna read about **Twisted Metal: Black**? *EGM* has the first full details on what's turning out to be one of the hottest titles for PS2. Thought the third and fourth games on PS one were crap? Well don't worry—this game completely reinvents the series as a dark, scary and nasty franchise. If you think that cover image looks good, wait until you see the amazing screenshots.

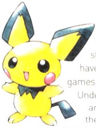
Elsewhere in the magazine is the annual **EGM Slick 50 awards.** Every year the magazine chooses 50 things that will change the world of gaming over the next 12 months. Read how wireless gaming, Gamecube, Smilebit, PS2 and more will change your life forever.

As Xbox looms ever closer and promises to be more impressive than we ever anticipated, *EGM* sat down with the team at Microsoft to get a handle on what kind of a system it's going to be. Is it a true console? Or a fancy cut-down PC that plugs into your TV?

PLUS! 74 REVIEWS: The most games rated *ever* in a single issue of *EGM*: Driver 2, Pokémon Gold & Silver, Jet Grind Radio, Quake III Arena and *so* many more.

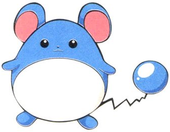
EXPERT GAMER

January 2001
On sale now



Texas doesn't have the market cornered on big, as *XG* blows up the strategy market next month. They'll have full guides on the hottest holiday games, including Medal of Honor Underground, Quake III, NFL Blitz 2001 and Shenmue, along with part two of their Zelda coverage. Also, you may have heard of another little game called Pokémon Gold/Silver. You want to catch all those little critters now, don't you? Be a good little "Readerchu" and pick up the January issue of *Expert Gamer*. You won't be disappointed!

- **All you need for Pokémon Gold and Silver**
- **Super Shenmue guide**
- **Final maps and tips to get through Majora's Mask**
- **Import Games Feature**
- **Ultra-detailed Medal of Honor Underground maps**



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OFFICIAL U.S. PlayStation MAGAZINE

Technology is all around you.

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New Releases!

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Ogre Battle 64	N64	$56.95
Samba De Amigo	SD	$42.95
Spyro 3	PS	$39.95

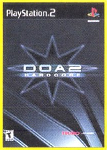
'TEKKEN TAG TOURNAMENT' Features more than 30 characters who have appeared throughout the Tekken series since the first arcade game. Pick your favorites and join the fight as you use the unique strengths of each combatant to annihilate your opponents. A special tag-team mode creates new combinations of attacking never before possible. Sophisticated and highly detailed backgrounds.

PlayStation.2
TEKKEN TAG TOURNAMENT
namco

$48.95

Namco (Fighter)
Release: NOW
PSX2

'DEAD OR ALIVE' Drool over lush backgrounds meticulously detailed with the most advanced techniques in lighting and texturing. Multi-tiered fighting stages let you toss your opponents through cathedral windows, over cascading waterfalls, and off towering rooftops to continue the fight below.



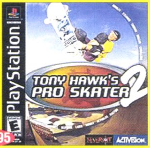
Tecmo (Fighter)
Release:NOW
PSX2
$48.95

'SUMMONER' With rings of channeling, you will call forth demons and golems, supernatural servants and elemental creatures. As a young Summoner you'll explore an incredible 3D world filled with many unique characters. Experience jaw dropping spell effects and amazing in-game cinematics.

PlayStation.2
Summoner

THQ (Roleplaying)
Release: NOW
PSX2
$48.95

'TONY HAWK'S PRO SKATER 2' Choose from the most comprehensive roster of pro skaters, an increased number of tricks and combinations, including new grabs, grinds, inverts and lip and nollie tricks. You'll need to learn and master these new skills as you work your way up the in the rankings.



Activision (Sports)
Release: NOW
PSX
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'SPYRO 3: YEAR OF THE DRAGON' Is packed with tons of new features including brand new playable charaters, and new mini-games. There are a total of 37 huge levels to explore as you find gems, fight bad guys, and learn new moves to help on your journey. This is sure to be the best Spyro game yet!

PlayStation
SPYRO Year of the Dragon

Sony (Adventure)
Release: NOW
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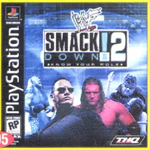
$39.95

'WWF SMACKDOWN! 2' Bodyslams, insane action and complelling storylines. Featuring all the top names in the business, "Stone Cold" Steve Austin, The Rock, The Undertaker, Triple H, Kane, and many more. Outstanding graphics and intense action with WWF Smackdown 2!



THQ (Sports)
Release: NOW
PSX
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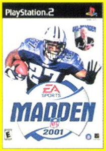
'MADDEN 2001' All the NFL teams, stadiums and exclusive Coaches Club license are here. You'll see coaches on the sidelines and hear them yelling. Each player is extremely detailed with awesome animations. John Madden and his partner Pat Summerall call the action from the booth.



EA (Sports)
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'CHRONO CROSS' Features a story line with multiple scenarios set in a 3D world. Brand new battle system allowing the player a choice of fighting options, who to battle and when & where. Takes place 20 years after the events of Chrono Trigger with music and story line by the same developers.

PlayStation
CHRONO CROSS
SQUARESOFT

EA (Roleplaying)
Release: NOW
PSX
$39.95

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Dragon Warrior Monster	02/00	$28.99
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Dukes of Hazzard	11/00	$28.95
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FIFA Soccer 2001	11/00	$28.99
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NFL Blitz 2001	09/00	$28.95
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Enix (Roleplaying)
Release: NOW
Gameboy
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MAJORA'S MASK

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Nintendo(Roleplaying)
Release: NOW
N64
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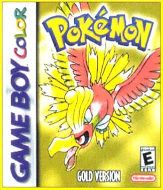

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Nintendo
(Adventure)
Release: NOW
Gameboy

'POKEMON SILVER'
Release: NOW
$29.95 95

Sega Dreamcast.
Shenmue
SEGA

'SHENMUE' offers a living world, where characters exist on their own timelines & almost all objects can be manipulated & used. You are Ryo, in 1986 Japan, trying to solve the mystery of his father's death. Interact with hundreds of characters & solve a myriad of puzzles.

Sega (Roleplaying)
Release: NOW
Dreamcast
$46.95

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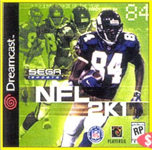
Warhammer Fantasy	10/96	$69.99
Wizard Kings	08/00	$39.95



'SEGA SPORTS: NFL 2K1' With the built-in modem, you and up to three friends can play against a cross-country rival with up to three lackies. The game is packed with new moves, better defense, increased realism, and more modes of play, like a stiff arm shot straight to your ribcage.

Sega (Sports)
Release: NOW
Dreamcast
$49.95

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ATLUS

'OGRE BATTLE 64' Develop warriors, master magic spells, balance unit strengths & cope as you play the brave hero & savior of the people. Three scenarios in huge 3D worlds include 35 battles & missions. Equip your armies, set up battle formations & build skill levels of your army. Save your world from the evil Lodis Empire.

Atlus (Roleplaying)
Release: NOW
N64
$56.95

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PlayStation® 2 Accessories

PL-600

FULLY ANALOG
Pressure Sensitive Touch

RETRO SHOCK 2

FULLY ANALOG PlayStation® 2 CONTROLLER

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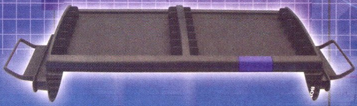
PL-637

DVD/CONTROLLER STORAGE

- Cool design
- Holds up to 14 DVD cases and two PS2 controllers

PL-630

PlayStation® 2 VERTICAL STAND

- Saves Space
- Secures PS2 in it's vertical position

PL-636

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- Integrated memory card holder

PL-638

G-GRIP 2

- Improves Tactile Feedback
- Enhanced Rubber Grip
- Added Comfort

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MEMORY
CARD
PELICAN
ACCESSORIES

8 MEG MEMORY CARD W/CASE

PL-615

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PL-610

COMPONENT CABLE

PL-616

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PL-614

OPTICAL VIDEO CABLE

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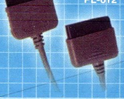

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S-VIDEO CABLE

PELICAN
ACCESSORIES

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FOR PLAYSTATION®2
Computer Entertainment System

select
start
analog

PL-606

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WIRELESS CONTROLLER SYSTEM

- Wireless controller with RF technology
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- Up to 30ft of Freedom

900 MHz Wireless Controller

FULLY ANALOG Pressure Sensitive Touch

Leading the Way
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FEATURING TCS
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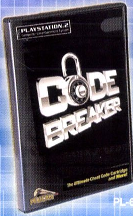
Minimizes oversteer, improves handling on the tightest curves.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Computer Entertainment System
CODE BREAKER
The Ultimate Cheat Code Cartridge and Movie!

PL-650

PL-392

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For PlayStation® 2

- Built in Codes
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- **Licensed for PlayStation® Game Console**
- Compatible with PlayStation® 2 Game Console
- Dual Vibration Motors
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- Rubberized Steering Grips
- Digital Acceleration Gauge for Floor or Table-Top Play

HARD CARRYING CASE

- Great for rental stores
- Holds system, controllers, cables, and memory card.
- Great for travel

PL-620

PL-625

RF SWITCH for PS2

PL-611

VERTICAL MULTI-TAP

- Designer look
- Fits 4 PS2 controllers and memory cards
- Supports PS2 in it's vertical position

SYSTEM SELECTOR

- Cool designer look
- 4 S-Video/AV Inputs
- Interchangeable name plates for identifying each system

DESIGNER RF SWITCH

- Gold leads
- Designer look

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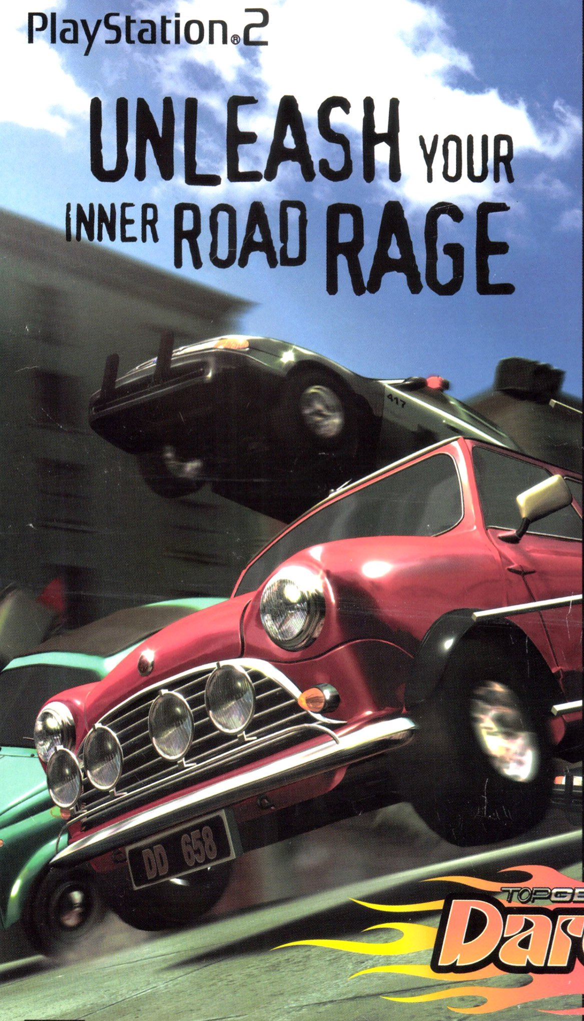
PlayStation®2


UNLEASH YOUR
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417
DD 658

28
TOKENS 0/23

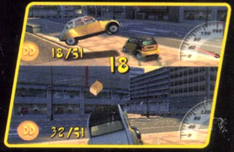
DRIVE ON ROOFTOPS, THROUGH STORES, ACROSS PLAZAS NOTHING IS OUT OF BOUNDS

50
TOKENS 0/24

LOCATE HIDDEN BONUS KEYS TO UNLOCK MORE RACING MADNESS

43
TOKENS 2/25

OVER 30 PULSE-POUNDING LEVELS ACROSS FOUR INTERNATIONAL CITIES


DD 18/51
18
DD 32/51

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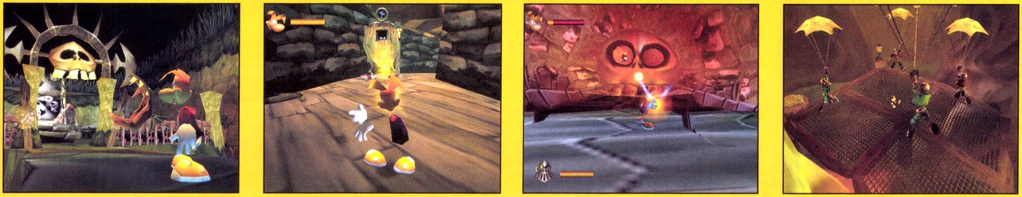

www.raymanworld.com

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Mild Animated Violence

Ubi Soft

www.ubisoft.com

SKECHERS USA

RAYMAN

LET THE REVOLUTION BEGIN

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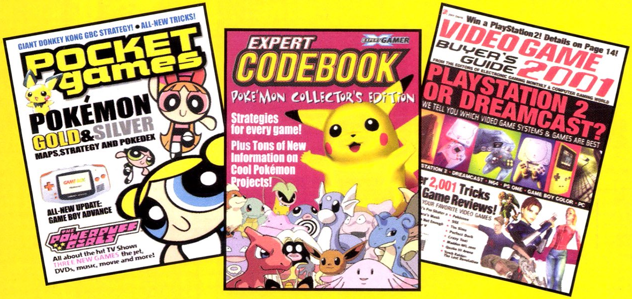
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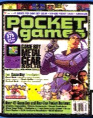
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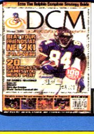
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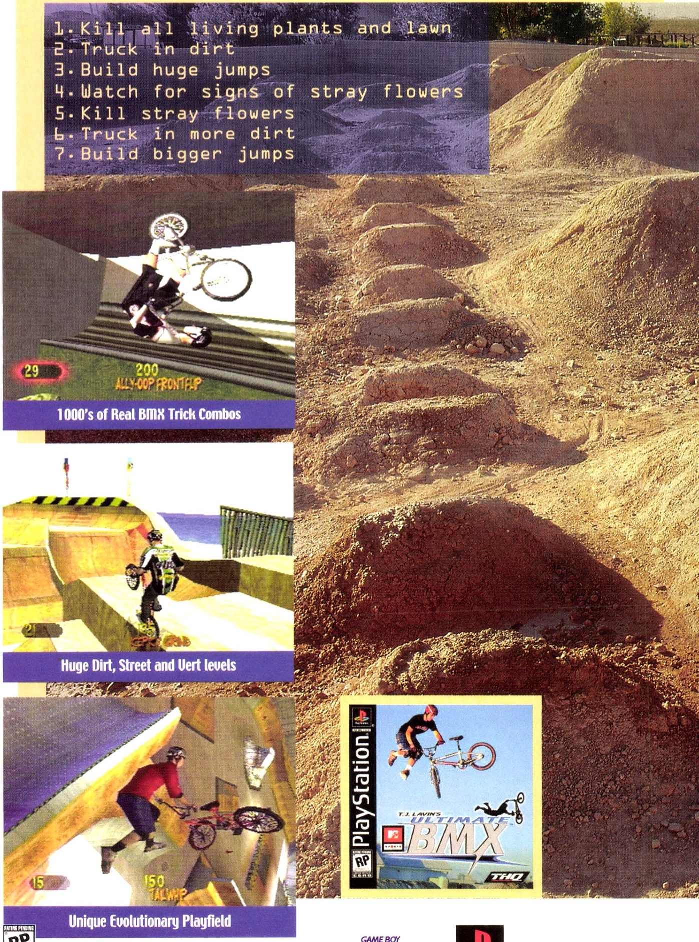
T.J. Lavin's helpful hints on backyard landscaping.

1. Kill all living plants and lawn
2. Truck in dirt
3. Build huge jumps
4. Watch for signs of stray flowers
5. Kill stray flowers
6. Truck in more dirt
7. Build bigger jumps



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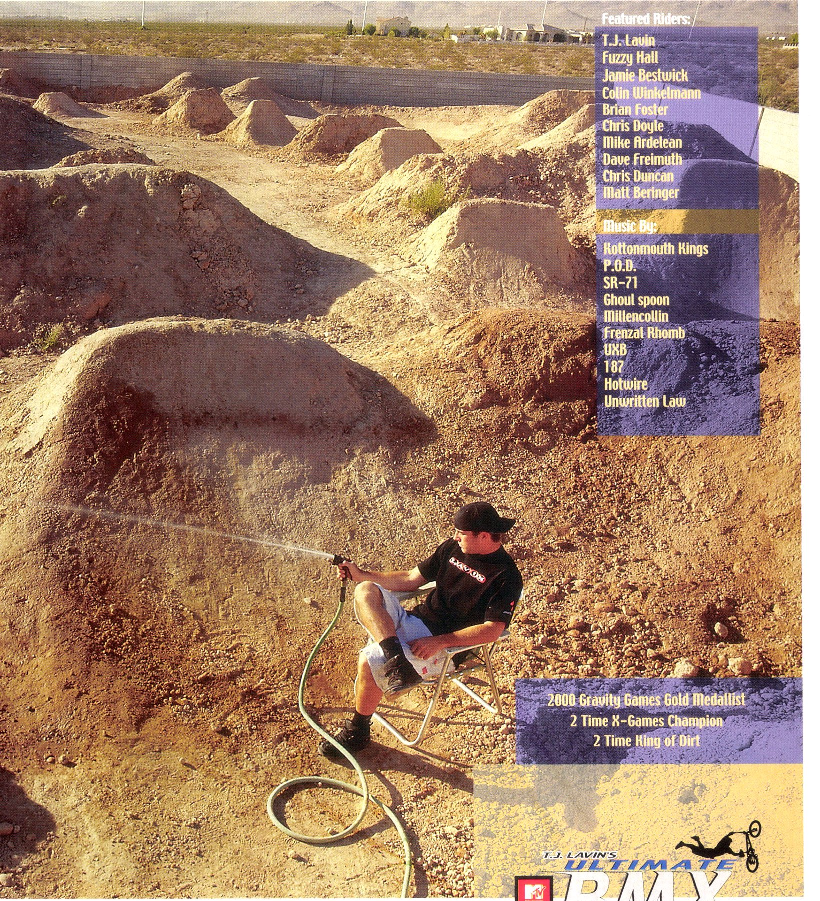

Featured Riders:

- T.J. Lavin
- Fuzzy Hall
- Jamie Bestwick
- Colin Winkelmann
- Brian Foster
- Chris Doyle
- Mike Ardelean
- Dave Freimuth
- Chris Duncan
- Matt Beringer

Music By:

- Kottonmouth Kings
- P.O.D.
- SR-71
- Ghoul spoon
- Millencollin
- Frenzal Rhomb
- UXB
- 187
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T.J. Lavin's actual backyard

T.J. LAVIN'S ULTIMATE BMX

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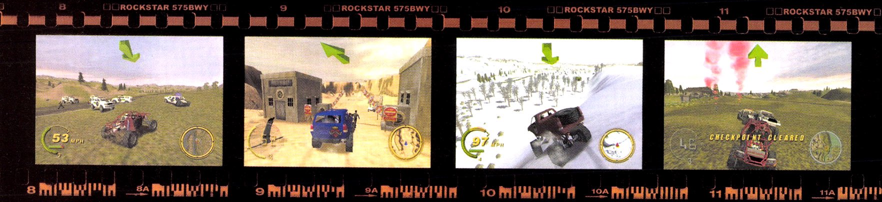
8
ROCKSTAR 575BWY
9
ROCKSTAR 575BWY
10
ROCKSTAR 575BWY
11
ROCKSTAR 575BWY
53 MPH
97 MPH
CHECKPOINT CLEARED
8
8A
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9A
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10A
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11A

Angel Studios

guidance recordings

TEEN
T
CONTENT RATED BY ESRB

Animated Violence

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"...instantly intelligible, mind-bogglingly vast, and a total gas to play....makes for one helluva videogame" - Gamer's Republic, Sept 2000

"Must Buy Playstation 2 Launch Games list" - Nov 2000 EGM

"driving through the spectacular terrain is a blast" - EGM October 2000

"A - ...the best display and truest testament to the processing power of the PS2 to date." - Gamers Republic October 2000

98% Platinum - "the best off-road experience you've ever had" ... "one of the must - buy launch games" - PSE2 November 2000

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- Levels are over 5 square miles, each with a "drive anywhere" environment filled with other smugglers and law enforcement officials.
- Choose from 35 different vehicles, each with unique modifications and strengths.
- Compete head-to-head or run "pick up and deliver" missions against AI opponents or in full multiplayer mode.
- Maneuver your way through arid desert, icy tundra, or rocky mountain forest.
- Real Time Damage Models allow you to watch the parts fly as you pay the price for punishing collisions!

SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS

9
ROCKSTAR 575BWY
10
ROCKSTAR 575BWY
11
ROCKSTAR 575BWY
9
ROCKSTAR 575BWY
YOU'RE BUSTED
9A
10
10A
11
11A
9
9A

Non-Playable Demos

Medal of Honor Underground

PLAYERS: **1** • AVAILABILITY: **NOW** • DEVELOPER: **DREAMWORKS** • PUBLISHER: **ELECTRONIC ARTS** • GENRE: **ACTION**

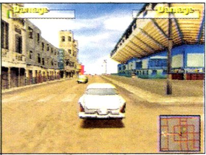
Next Month's Demo Disc

Playables:

Crash Bash, Spyro: Year of the Dragon, Cool Boarders, You Don't Know Jack 2, Mort the Chicken, Star Wars Demolition

Damage
Damage

Damage
Damage



Damage
Damage

Driver 2

What is it?

It's none other than the highly anticipated sequel to one of the most highly anticipated and highly regarded games of 1999. Driver part deux features the return of the ever-incognito Agent Tanner, who along with partner Tobias is once again behind the wheel of justice, uncovering and dismantling a scheme between a Chicago bookkeeper and the Brazilian mob (they have a mob?).

Driver 2 has a whole slew of upgrades that fans have been clamoring for ever since completing the original. Topping the list of new features is Tanner's ability to get out of the car and walk around the city. Some missions will require tasks that can be pulled off only by a pedestrian, like setting timers for explosives, flipping switches (drawbridges, perhaps?), and unlocking various locked doors. Tanner can also carjack the vehicles of law-abiding citizens (all in the name of justice, of course), including fire trucks and school buses, which ought to make for some very interesting chase scenes. The game takes place in four new cities: Las Vegas, Chicago, Havana and Rio de Janeiro—all scenic locales and excellent fodder for street driving. Reflections has overcome its case of the perpendiculars and added curved roads this time around, along with things like highway off-ramps, so you'll have to spend some time honing your technique. New modes include racing and a multiplayer splitscreen (not available in mission mode). That was the brief rundown—now on to the demo...

How does it play?

Frustrating. Ridiculous. Maddening. All were words that came to mind after spending 10 minutes with the demo. Now, this gamer wasn't alive for the majority of the 1970s, but he's pretty sure they didn't make cars that bounced 40 feet away on contact or could balance on a taillight for a seemingly indefinite amount of time.

The only advice we can give you is this: Do not rip your hair out or try to snap your controller in half. Perhaps the right car wasn't available in time for this demo, or maybe the physics aren't yet tweaked to perfection, or maybe the game is really, really hard. Let the porn-funk basslines calm your nerves, and cooler heads will prevail.

If this is what the final product feels like, the Demo Disc Psychic predicts a lot of disappointed Driver fans hurling their controllers at the television. Check out if the bossman confirms that prediction in this month's review section.

CAN YA DIG?

If there was one decade that Americans would like to completely erase from the record books, it would most likely be the '70s. Bell bottoms, leisure suits and pet rocks, to name but a few monstrosities. But not everything born in decade number seven was horribly offensive. Among this small but elite group are some really solid (to use the parlance of the times) car chase/action movies and TV series:

Bullitt (1968, but close enough)
Mannix (again, late '60s)
Cannon
The French Connection (great chase scene)
Smokey and the Bandit
Shaft (awesome despite lack of cars)

Heck, the '70s saw the explosion of a certain phenomenon that still provides many with late-night entertainment to this day. What? We were talking about Roller Derby on ESPN Classic. What were you thinking?

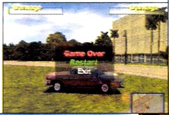
TEEN T CONTENT RATED BY ESRB

△	**HANDBRAKE**	L1	**HARD STEER**
□	**BRAKE**	L2	**LOOK LEFT**
○	**BURNOUT**	R1	**HORN**
✕	**ACCELERATE**	R2	**LOOK RIGHT**

PLAYERS: **1** • AVAILABILITY: **NOVEMBER** • DEVELOPER: **REFLECTIONS** • PUBLISHER: **INFOGRAMES** • GENRE: **ACTION**

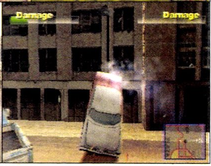
SCHOOL BUS
DRIVER 2
REFLECTIONS

Top pics: Get used to seeing these two screens; this demo is **hard.**
Below those two: You'll be seeing a lot of that, too.



Damage
Damage

Damage
Damage



"THE ULTIMATE GETAWAY GAME GETS EVEN BETTER"
PSM Magazine, July 2000

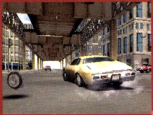
"STRAP ON YOUR SEATBELT FOR THE MOST EXPLOSIVE DRIVING EXPERIENCE SINCE THE PINTO"
Incite, July 2000

"...AN ALL-OUT BETTER WHEELMAN EXPERIENCE"
Gamespot, August 2000

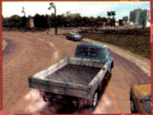
DRIVER™ 2

THE WHEELMAN IS BACK

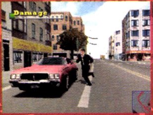
WWW.DRIVER2.COM



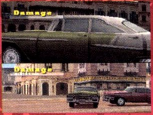
4 new cities: Vegas, Havana, Rio, Chicago, epic storytelling, and high-quality cinematics!



All-new curved road systems bring the action to life with ultra-realism!



New foot missions let you hit the streets and commandeer any vehicle!



Partner up with any thug in split-screen multi-player modes!

THERE'S SOMETHING GOING DOWN ON THE STREETS. AN INTERNATIONAL MOB WAR HAS ERUPTED, SPILLING BLOOD ACROSS TWO CONTINENTS IN A HAIL OF BULLETS. BUT IT'S JUST ANOTHER DAY AT THE OFFICE FOR ONE COP. ONE COP WITH ONE NAME. DRIVER™ 2 STARRING TANNER.

PlayStation®

REFLECTIONS INTERACTIVE™

DIESEL FOR SUCCESSFUL LIVING

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TEEN T CONTENT RATED BY ESRB

INFOGRAMES™

Spider-Man

Spider-Man, Spider-Man, does whatever a spider can—now on your PlayStation! Brought to you by the same talented folks behind Tony Hawk's Pro Skater (the reference streak is kept alive!). Spider-Man packs tons of comic-book style, notorious archnemeses, and good ol' 3D action in one nice little compact disc.

Our demo begins with our hero patrolling the magnificent yet strangely foggy skyline of New York City. Reporting a lead to his boss, Parker finds out that the Scorpion has found Jamison, and he's a bit peeved. It turns out Scorp holds a bit of a grudge against J.J. (the guy ruined his life and turned him into a crazed maniac—can you blame him?). Now you're faced with the American Dream in reverse...saving your boss' life.

You're working against the clock here, so there's little time to swing around and explore the city. You've got no time to dilly-dally, so make a beeline for the Daily Bugle building (between this, Air Attack and Driver 2, this month's disc sure is heavy on the pressure situations). Follow the Spidey compass and dispatch any bad guys in your path. Once you get to J.J.'s office, keep Scorpion distracted long enough for the boss-man to make an escape. Continue defending J.J. and attacking with web punches, and look out for Scorp's brutal tail attacks.

If you dig the demo, sling yourself down to the local game store—Spider-Man in full is currently available.

EVERYONE E CONTENT RATED BY ESRB

△	TRAP WEB	L1	LOOK AROUND
☐	PUNCH	L2	NOT USED
○	KICK	R1	WEB ZIP LINE
✕	JUMP	R2	SWING WEB

PLAYERS: **1** • AVAILABILITY: **NOW** • DEVELOPER: **NEVERSOFT** • PUBLISHER: **ACTIVISION** • GENRE: **ACTION**

YOUR HEALTH

Spider-Man Disorder: Can It Happen to You?
An OPM Special Report

You've just finished playing the Spider-Man demo, immersing yourself in the fantastic world of comic books brought to life. But are you or your family at risk of turning into a web-slinging mutant? According to Dr. Steven Bull of the South Hartford Institute of Technology, mutations of the superhero variety can happen to anyone. "Quite frankly," the doctor elaborates, "I wouldn't be surprised that in 10 or 20 years, the human race evolves into a culture of beings with superhuman abilities. Whether or not we use these abilities for good or evil purposes remains to be seen." Is it time to panic? Maybe it is...maybe, indeed.

The Grinch

(with apologies to the good Doctor...)
You're a mean one, Mr. Grinch.
Your game isn't that fun,
You're stinking up houses with your rotten egg gun, Mr. Grinch,
They'll sell your game in November, when it's done.
You're an odd one, Mr. Grinch.
You walk around with an evil prance.
Your graphics hopefully the PS2 will enhance, Mr. Grinch.
But we're wondering why you don't wear any pants.

You're a foul one, Mr. Grinch.
You jump on every present in sight,
You'll offer us a new experience, our money's a little tight, Mr. Grinch.
Gamers won't buy every 3D platformer game ever made (well, some might).

EVERYONE E CONTENT RATED BY ESRB

△	SNEAK	L1	CALL GADGET
☐	BREATH	L2	CAMERA
○	GADGET	R1	SNIPER MODE
✕	JUMP	R2	CAMERA

PLAYERS: **1** • AVAILABILITY: **NOVEMBER** • DEVELOPER: **ARTIFICIAL MIND & MOVEMENT** • PUBLISHER: **KONAMI/UNIVERSAL** • GENRE: **ACTION**

102 Dalmatians

Another month, another licensed 3D adventure item-collecting game. Cynicism aside (the Psychic's not a mean guy, really), here's 102 Dalmatians. Actually, here's hoping they make a lot of money on this one, if only so they won't have to resort to using Steve from accounting as a voice actor. "Heythat'sgreatlet's-saveourpuppies" indeed.

EVERYONE E CONTENT RATED BY ESRB

△	TUMBLE	L1	CAMERA LEFT
☐	BARK	L2	CAMERA LEFT
○	SNIFF	R1	CAMERA RIGHT
✕	JUMP	R2	CAMERA RIGHT

PLAYERS: **1** • AVAILABILITY: **NOVEMBER** • DEVELOPER: **CRYSTAL DYNAMICS** • PUBLISHER: **EIDOS** • GENRE: **ACTION**

Army Men Air Attack 2

Army Man, Army Man, does whatever an Army ca...er, sorry. The boys in green once again take to the skies in Air Attack 2, the sequel to one of the better Army Men-based games released last year. The demo level is a good representative of the whole game—objective-centered missions, fast-paced gameplay, and the love-it-or-hate-it charm of Army Men. The Psychic's Hint-O'-The Month: Get past the air vents by finding the vent that's not against you; just be prepared for immediate and heavy enemy fire. Air Attack 2 lands gracefully on store shelves in November.

TEEN T CONTENT RATED BY ESRB

△	WEAPON 2	L1	STRAFE LEFT
☐	WEAPON 1	L2	RADAR
○	WINCH	R1	STRAFE RIGHT
✕	GUNS	R2	LAND

PLAYERS: **1** • AVAILABILITY: **NOVEMBER** • DEVELOPER: **3DO** • PUBLISHER: **3DO** • GENRE: **ACTION**

Disc Problems?

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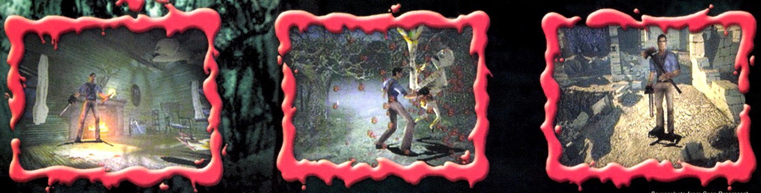

Screenshots from Sega Dreamcast

PlayStation

Dreamcast™

WINDOWS
95/98

MATURE M CONTENT RATED BY ESRB — ANIMATED BLOOD & GORE, ANIMATED VIOLENCE

HEAVY
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never give up have no fear
tekken bites all good things to those who wait
never give up have
DEAD or ALIVE
new costumes
new music
improved renderings
record your own battle
personal stat management
TECMO
HARDCORE
english voice over option
tons of secrets
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new people
multi-tiered levels
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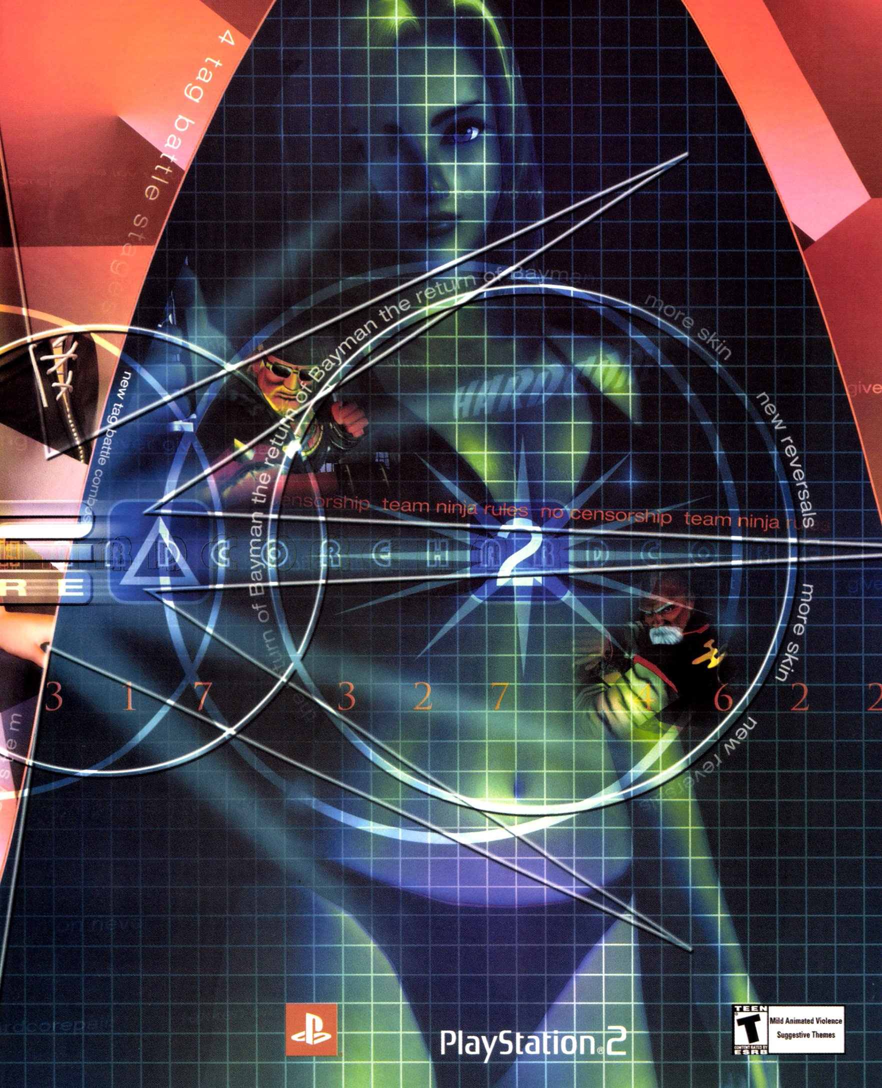
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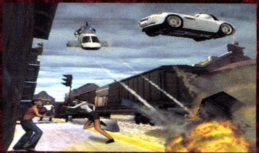
EA GAMES



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VIRUS
ROCKETS
15

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Pay attention, 007. Q-Branch has re-engineered your favorite exotic motorcars and equipped them with weapons and gadgets galore. You'll need them for your next assignment to ensure the stability of the civilized world. And need I remind you 007, try to bring them back in one piece.

TEEN T CONTENT RATED BY ESRB Animated Violence

PlayStation 2

MGM INTERACTIVE

007 Racing

007.EA.COM
AOL KEYWORD: 007 RACING

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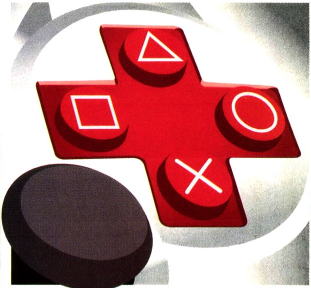

Illustration by Mike Reisel

LETTER OF THE MONTH

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of goodies from all your favorite software companies. But absolutely no guy-on-guy action. We promise.

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Couples Controversy

I have been a faithful subscriber to your excellent magazine for going on two years, and until now I have loved every issue. However, as I was flipping through the pages of the November issue, I came upon an article that absolutely appalled me. It was on page 47, titled "Couples who play together, stay together." My obvious objection was the fact that your "couple" was two lesbians. I realize that you guys are trying to get with the modern program overcoming racial and sexist conflicts, but can't you just stick with what the majority of the public considers normal? I mean, what if I auditioned for this article with my extremely racist skinhead or Klanswoman girlfriend? Would you publish us? I doubt it! I don't like putting you guys down for anything, but please just lay off the modern stuff and stay within the world's normal boundaries.

psychotik_robotik@bouncingboob.com

Hey, *OPM*. I think you're a great mag, but there's one thing you did in your November issue that was kind of controversial. You put a lesbian couple in "Couples who play together, stay together." I have nothing against gays (in fact, I like girl-on-girl action). But I'm pretty sure there are kids who read your magazine, and parents may want to shield that kind of stuff from their children. Maybe you should just feature straight couples from now on. I don't mean to offend anybody—like I said, I like girl-on-girl action. Lesbians can get away with a lot of stuff, but if you put a gay couple in there (guy-on-guy action), I would really be sick.

Orayus@aol.com

Gaming Is the Best Medicine

My father celebrated his 60th birthday this past June, and for his gift I got him a subscription to *OPM*. He told me recently that it was the best gift he got for his birthday. He loves both the magazine and the demo disc that comes with it.

I love seeing him so happy.

My dad was forced into early retirement some time ago because he physically wasn't able to work. His muscles ached all the time, and over the years his condition got worse. He was finally diagnosed with a disease of the muscles and tendons called Fibromyalgia. It affects people differently. In my father's case, he has it throughout his entire body. Doctors told him the more active he was, the more pain he would be in. I think you can see where this is going.

About a year and a half ago my dad bought a PlayStation, since there wasn't really a whole lot for him to do. It's not like he is bedridden or anything. His pain is for the most part under control as long as he takes it easy. There isn't much that he can do that he enjoys. Luckily he can play video games almost pain free. And since I've been playing games for the better part of 31 years, it's like being a kid again. I have someone to play with. Actually I think it makes my dad feel like a kid again, too.

Basically video games and your magazine have made my family just a little closer. I get to talk with my dad about the latest games and the new PS2 (which he already has ordered with a deposit so he's guaranteed to get one). My mother even plays Gran Turismo and Driver with him.

I would like to ask everyone who thinks video games are a waste of time, and that nothing good ever came from playing them: If there's something that can make you forget about your pain or stress, and bring people a little closer together, how is that not good?

Thanks to everyone there for putting out an excellent product. Dad thanks you too.

John Abbott
jlmbabbott@voyager.net

Dad will also thank you, and us, for that nifty little Box of Joy we'll be sending your way. Just be sure to share all the goodies with Poppa Abbott. And continue to play together nicely.

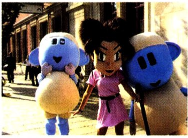
The "world's normal boundaries"?! According to whom, Mr. psychotik? "I like girl-on-girl action"?! Good for you, Orayus—but that's not why we featured Liz and Lori. Nor did we choose them to "get with the modern program." Liz and Lori love games, love each other, and that's good enough for us. And now for another opinion on the subject...

Couples Congratulations

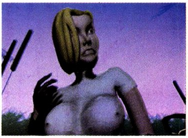
Having been an avid video gamer for 24 years or so (I'm 34 now), I hail and commend you for your couples profile of Liz and Lori in *OPM* 38. To be honest I was surprised and relieved to see a same-sex couple grace the pages of a gaming(!) magazine. To represent diversity with such frankness in a publication as this shows a definitive and hopeful sign of forwardness and non-biased reporting for you and our slowly evolving society. Basically, you rock! And though I was already considering it, you've just put the icing on the cake: For the first time in at least 10 years, I'm actually going to fork over the money for a year's subscription to a magazine. Being a skateboarder, electronic

Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off. E-mail your captions to **OPM@ziffdavis.com** and mark the subject **CAPTION CONTEST**. The new contest picture, a juicy shot taken from Danger Girl, should be easy enough.



WINNER!
"A sexual dilemma for farmers."
himmighoefer@surf1.de

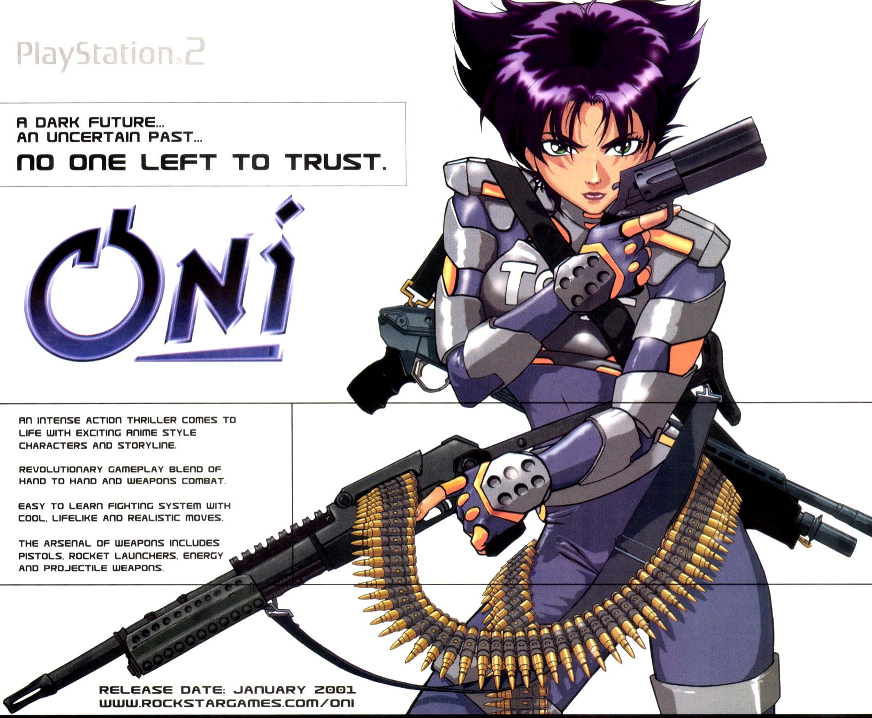


NEXT MONTH
Think of something that'll titillate our funny bones, and you might be our next winner.

PlayStation 2

A DARK FUTURE...
AN UNCERTAIN PAST...
NO ONE LEFT TO TRUST.

ONI



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COMING SOON: THE ONI COMIC BOOK FROM DARK HORSE COMICS

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PC CD ROM
Gathering of Developers
BUNGIE

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TEEN
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CONTENT RATED BY ESRB
Animated Violence

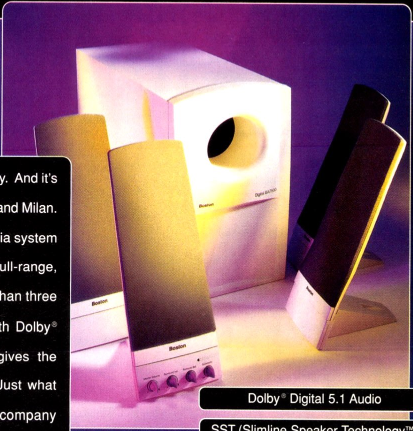
DARK HORSE COMICS

Boston

DOLBY DIGITAL

HOME CAR MULTIMEDIA CUSTOM

ITS FATHER WAS A $5,000 HOME THEATER SPEAKER. ITS MOTHER WAS A SUPERMODEL.



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Boston

Photo by Ted Tamburo

QUESTION OF THE MOMENT

This month you tell what you were doing when the PS2 launched. Next month, we'd like to turn your attention to GT3. Which car do you hope to see in the game? E-mail your thoughts to OPM@ziffdavis.com. Mark your notes GT3 Car.

I took one of my friends up to Software Etc. to pick up his PS2, then I went home and wept like a schoolgirl and tried to plan out how I could steal it. It was harsh, really.
Deathscythe6443@aol.com

I woke up, went to school, and did homework.
John Boreyko
jboreyko@intrex.net

Sleeping. Preorders are great. I avoided the rush and got mine later in the day.
Brian Gallagher
Strider@grolen.com

I was repeatedly poking myself to remain awake after staying up the entire night, awaiting the most glorious day in the history of the world!
gamespell@juno.com

I was waiting in a cold, foggy parking lot in front of my local Wal-Mart for seven hours with my girlfriend. The wait was worth it—it's the best console ever. Until PS3, of course!
Jeremy Knasel
jknasel@hotmail.com

I was standing in line for my PS2! I waited for seven hours.
Torrey Clark
tecn64@aol.com

Nothin'. I think I was watchin porn, or sleeping, I dunno.
ElTravo00@aol.com

Sleeping on my desk at school.
gopeder2000@rcn.com

I was unfortunately working at 12:01 a.m., and that sucked. Oh, well...I guess I have to slip some store clerk a fifty in order to get my PS2.
Ellis Hardaway
jedimasterdarkloner@yahoo.com

musician and video gamer has often put me on the fringes of American and even queer culture. It's refreshing to see that your magazine has the guts to show that every gamer is not straight, white or male. May you be flooded with subscriptions from "the fringe"!
Anthony Antfactor
antman@cloud9.net

We're glad you enjoyed our couple, Anthony. But like we said before, we chose Liz and Lori simply because they're a loving pair who happen to be passionate about gaming. And while we're all for diversity, we're more focused on featuring interesting couples that have interesting things to say than making political statements.

Soundtrack Debacle

In your review on Final Fantasy IX you say that Final Fantasy IX has the best Final Fantasy soundtrack except for Final Fantasy VI, but then you go on to say Final Fantasy IX has the best PS one soundtrack. I quote: "And while the music isn't the pinnacle of the series (I'm still partial to the finely crafted tunes in FFVI), it is the best FF soundtrack on the PS one." Final Fantasy VI is on the PS one. I own Final Fantasy Anthology and it's my favorite PS one game (FFV AND FFVI are on it). Therefore, if Final Fantasy VI beats Final Fantasy IX, then Final Fantasy IX can't be the best on PS one if it isn't better than Final Fantasy VI, because Final Fantasy VI is on the PS one!
StrngeWlf@aol.com

Yeah, yeah, yeah...FFVI is technically a PS one game, even though it's a reissue of a 16-bit Super Nintendo game. So you're technically correct. But you're also technically annoying.

Potent Prognostications

The PS2 is doomed. WHY???

1) I called Cleo the Psychic and she told me so.
2) The color of the system is black and it will cause a large racial conflict all over the world. PS one was successful because it's gray, which is a neutral color.
3) The government will ban it because people will lose their minds trying to figure out whether to play games or DVDs.
4) Slow kids like me can no longer pop open the lid just to watch the CD swirl.
5) I'll get back to you with the fifth reason when the system sells its first 3 million units.

Soulja4life1@aol.com

Cleo the Psychic said so? THE Cleo the Psychic?! Then it's got to be true! Oh crap! We're all doomed!

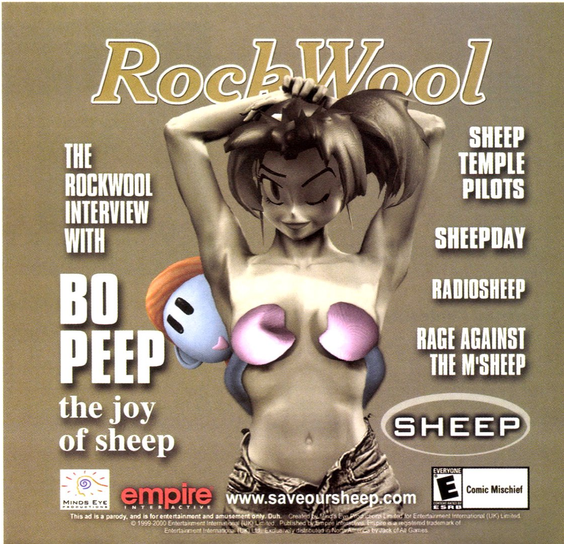
QUICK HITS

PORN STARS
With such a fresh, luscious and sometimes porn star-quality staff, I'm sure you can push out more pages of helpful info.
byob_oi@hotmail.com

We aim to please by deeply penetrating the games industry with our rock-hard insight.

DOPE
Are you guys just stupid or are you just idiots?
Psychotichitman@aol.com

Yes.



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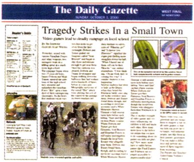
“What kind of aliens are playing football?! They’re all pupils. I nearly crapped myself.”

sat • ire (*n.*)

This is in regard to last issue’s Letter of the Month. I am shocked and offended, and I’ll bet so are at least 100,000 other readers. The least you could have done is respond to it. Whose side are you on anyway?

Some parents want to blame violence on video games since they can’t blame it on themselves. It was the parents of those two who were at fault. No kid will ever have a school shootout just because they feel like it. If they were raised properly, and helped by their parents (which they were not), that wouldn’t have happened.



The Daily Gazette

SUNDAY, OCTOBER 1, 2000

WEST FINAL

Tragedy Strikes In a Small Town

Video games lead to deadly rampage in local school

That author’s statement on a “ban on all video games” is beyond stupid. Not only is that never going to happen, but without video games the kids will NOT be “happy, well-adjusted people,” but more like “annoyed, pissed-off gamers” who will get angry and say movies are more dangerous than video games anyway. Have you ever thought about that, you and your memberless “Parents and Teachers Video Game Violence Council”? Leave gamers and their games alone, and stop blaming everything on what our kids enjoy most.

WarPreed22@aol.com

All righty, WarPreed—take a deep breath. Now go back and re-read that letter. Notice anything funny about it? Like the fact that IT’S A SPOOF?! One very clever reader fabricated a story about rampaging Guardian Forces and deadly Soul Reavers, all of which nicely captured the absurdity of linking violence with video games. Why didn’t we respond? BECAUSE WE THOUGHT IT WAS PRETTY DARN OBVIOUS THAT IT WAS SATIRE! Now we ask you: Whose side do YOU think we’re on?

READERS’ MOST WANTED

1. Metal Gear Solid 2
2. Madden NFL 2001
3. GT3
4. Dragon Warrior VII
5. SmackDown! 2
6. Soul Reaver 2
7. The Bouncer
8. Driver 2
9. Soul Reaver 2
10. Team Buddies

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

THE SOAP BOX

I was one of those lucky bastards who glommed onto a PS2 on launch day (talk about maniacs, I’m surprised I came back with two arms!). Anyhow, I’m not here to gloat, but it’s important that I’m one of the lucky few who went home with a system (kidding, of course). I picked up a couple of launch games that *OPM* recommended. I got SSX and Madden to start with, since I’m a big sports fan and, hell, who doesn’t want to try snowboarding, even here in Kentucky! Go Wildcats!

So I’m sitting home before work, trying to sneak in the first game of my Madden franchise, when I noticed those eyeballs. Jesus crimany! What kind of aliens are playing football?! They’re all pupils. I nearly crapped myself. Me and my wife (we’re separated, trying to work things out) went to see *The Exorcist* just a few nights ago. That’s what they reminded me of: possessed freaks!

Benjamin Gills
bengills@excite.com

Got something you want to rant about? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX

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More Crash to Bash

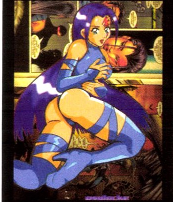
I found an error in your write-up for the demo of Crash Bash (*OPM* 38). You said that there were only two available games: Pogo Painter and Polar Panic. You need to make that three demos and add Pogo-A-Gogo to the list. To play it, get all three awards for each of the first two levels (you’ll have to play each one three times to do this). Then you’ll have access to the three challenges in Pogo-A-Gogo. It may not be much of an error, but I think knowing about the third level does give the demo extra playability and extra enjoyment.

Robert Kimmel
robertandparis@hotmail.com

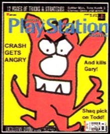
Thanks for the tip, Robert. Our Demo Disc editor must have gotten a bit too bored playing Crash Bash to realize there was more to the demo. And really now, can you blame him?

The Reader Art Challenge

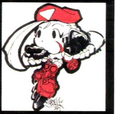
Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Congrats to this month’s winner, Jonathan Robinson, for his revealing rendition of Psylocke.



Jonathan Robinson
nemesisx75@hotmail.com



Samuel Kennedy
San Francisco, CA



“Erwin”
Optimuspinoynoy@aol.com

QUICK HITS

HOT TIP!
I was wondering when the PS2 is coming out? I heard a rumor that it is coming out in December. Is this true?
Fred Burg
blueorblack@email.com

Hot dang, Fred! The PS2 is coming out?! Wowee. We better get right on that story! Thanks for the tip!

BUYER...
HA HA HA HA!! I’m the guy who spent $6000 on a PlayStation 2 on eBay, HA HA HA and everyone else is missing out on PS2, I’m having too much fun, HA HA HA!!!
want2bejock@hotmail.com

HA HA, we are laughing at you, not with you. HA HA HAHAHEHO.

...BEWARE
If I paint my PS black and sell it to desperate dolts looking for a PS2, how much would I get?
Charles Cordero
handsama@hotmail.com

Oh, about $6000, we’re guessing...

Official Contest and Sweepstakes Rules

OPM READER ART CONTEST Official Contest Rules: 1. No Purchase Necessary: To enter, send an original piece of game-related art along with your name, address and phone number to “Reader Art” Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to “OPM Reader Art Winners List,” P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM CAPTION CONTEST Official Contest Rules: 1. No Purchase Necessary: To enter, send an original caption for the designated screen shot on a standard sized postcard containing your name, address, and phone number to “OPM Caption Sweepstakes,” PO Box 3338 Oak Brook, Il 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to “OPM Quote Contest Winners List” at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH Official Contest Rules: 1. No Purchase Necessary: To enter, send a letter or standard size postcard containing your name, address, and phone number together with your comments to “OPM Letter of the Month”, PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the OPM offices. Grand Prize has an approximate retail value of at least $10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to “OPM Letter of the Month Winners List” at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

Where Fingerprints would be if controller wasn't gripped so hard.
Friction burn got after getting in Hygog's Face.
9 stitches. Exactly 12 less than I gave Qubeley.
Minor blisters earned during 8-hour marathon.
Pepperoni pizza stain From all-night tournament vs. Hydra.
Gash got going toe-to-toe against Psycho.

THE GAME IS IN 2-D. THE PAIN ISN'T. IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY, IN YOUR FIRST VIDEO GAME EVER. YOUR JOB; USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDAM BATTLE ASSAULT. OLD SCHOOL GAME-PLAY. NEW SCHOOL PAIN.

NEUE ZIEL
ZAKU II
380
350
7628

GUNDAM
TIE-D
500
500

GUNDAM
BATTLE ASSAULT™

PlayStation
GUNDAM
BATTLE ASSAULT
BANDAI

PlayStation

BANDAI®
BANDAI.COM

TEEN
T
CONTENT RATED BY ESRB
Animated Violence

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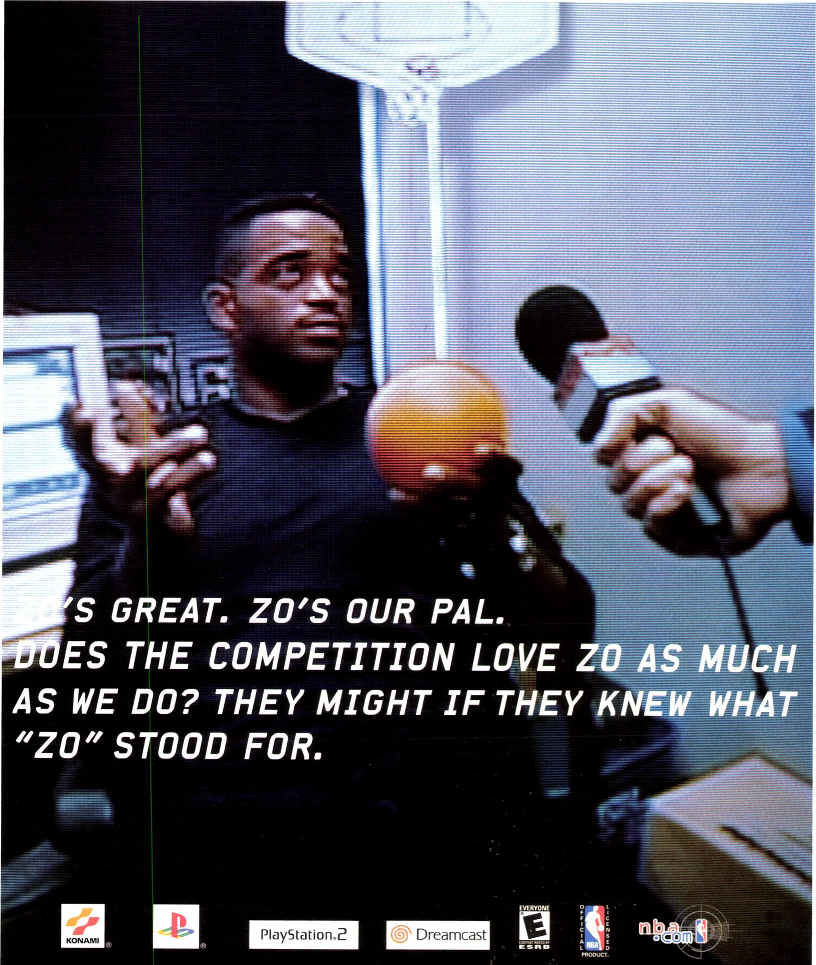
ZO'S GREAT. ZO'S OUR PAL.
DOES THE COMPETITION LOVE ZO AS MUCH AS WE DO? THEY MIGHT IF THEY KNEW WHAT "ZO" STOOD FOR.
KONAMI
PlayStation 2
Dreamcast
EVERYONE
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CONTENT RATED BY ESRB
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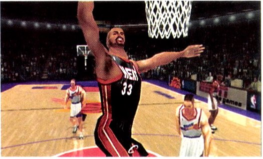
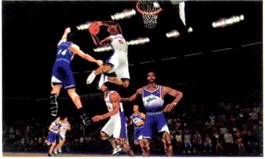
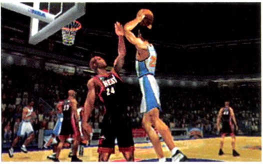
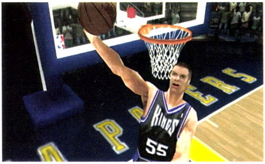
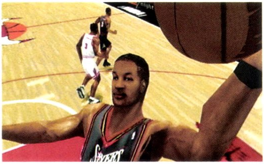
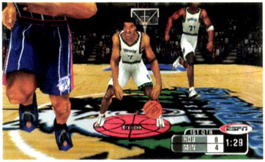


INTRODUCING
NBA 2NIGHT

OVER 25 DUNKS AND 40 LOW-POST MOVES TO DOMINATE YOUR OPPONENT.
PLUS COMMENTARY BY STUART SCOTT.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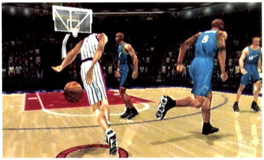

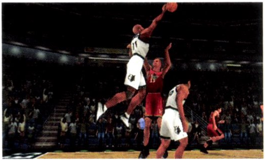

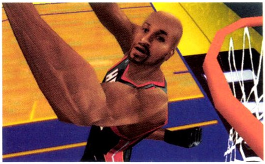

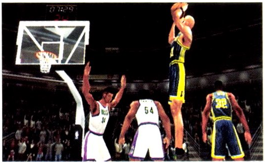

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PS2
METREON
PlayStation
PS2 PlayStation 2
10 • 26 • 2000

OVER 500,000 SERVED

The most sought-after product of this holiday season commands massive lines and outrageous prices. Half a million people walk home happy on Oct. 26. Millions of others wait patiently for future shipments.

One million units of the PlayStation 2 were originally planned to be available at its North American launch on Oct. 26. Leading up to that date, gamers, retailers and even Sony, started to realize that this initial number might not be enough to satisfy demand. Then the 1 million launch number was cut in half. People realized that not only would there not be enough units to satisfy demand, but that come Oct. 26, there would be a mad race for these new Sony consoles. But no one—no one—predicted that demand for the PS2 would be as high as it was. No one predicted that by noon on Oct. 26 virtually every PS2 at retail would be sold through.

In San Francisco, lines for the PS2 began to form at Sony's Metreon two days before launch, on Oct. 24. By the time the console went on sale, nearly 1,000 gamers were lined down the side of the Sony mall—two city blocks. These dedicated gamers confined themselves to the wall of the Metreon and braved unseasonal rain and cold. But the Metreon wasn't the only retailer facing giant lines. Far from it, actually. Come nightfall on the 25th, most every large chain store round the nation, from Wal-Mart to Target, had lines of varying lengths. Most had more people show up than systems to sell, and lottery systems had to be implemented. It was clear that no systems would be left by the 26th.

One day and $250 million in revenue later, Sony's PlayStation 2 launch became the largest video game platform liftoff of all time. By comparison, Sega's Dreamcast launch, the previous record holder, only brought in $97 million of full category revenue on its opening day.

Sony states that a little over 500,000 units—510,000 units to be exact—made it into retail on day one. These consoles alone generated approximately $150 million in sales on the 26th. Software and peripherals accounted for approximately $100 million. "PS2 is not only drawing repeat gamers to retail," said market analyst service NPD. "But it's also attracting newcomers to the video game market. This new platform will act as a catalyst to holiday sales, even with the expected product shortages."

But not all went perfectly over the PS2 launch period. In several reported cases across the country, gamers were robbed of their shiny new Sony consoles. One 12-year-old Washington boy by the name of John Yelton found himself threatened with a baseball bat for his. Yelton, who put down a $50 deposit in January for his PS2 and spent a good portion of the year saving up for the console, was approached by two men after he walked with his mother out of a Toys R Us. "They were going to get their system today without paying for it," his mother Vicky Yelton told the *Washington Post*. "You don't think about jeopardizing your life to get a silly PlayStation. The item meant more to them than our lives meant, which is a sad thing." Also stolen from John were three games he had purchased along with the console. "He went from extremely excited to terri-

> **"They didn't rob an adult. They robbed the hopes and dreams of a child."**

"Our first batch went on sale at noon on Oct. 26—and sold out in less than 30 seconds!"
—Amazon.com

bly disappointed," Mrs. Yelton added. "They didn't rob an adult, they robbed the hopes and dreams of a child." Thankfully, when Toys R Us officials heard of the attack, they immediately called John and his mother back into the store and gave them a new PS2 and games to make up for their loss.

Overall the PS2 launch went down as the biggest entertainment release of all time. And every new shipment of consoles that has hit stores after has been immediately gobbled up by consumers.

Don't have yours yet?

Chances of tracking down a PS2 in time for the holidays are slim, but not impossible. Although there have been even further production difficulties for Sony, the company claims that it is still shooting to deliver 100,000 consoles to the North American market each week leading up to the start of the new year. The best bet is to make good friends with the store clerks at your local retailer and have them inform you of the next shipment's arrival. Larger retail chains such as Best Buy or Target will be your best bet, as specialty stores such as Electronics Boutique and Babbage's are still fulfilling preorders. "Every unit we have until the end of the year is sold," John Woodson, president of the Internet division of Babbage's, told *Reuters* news.

Another alternative is via the Internet. Popular online auction vendor eBay has been a hotbed for PS2 activity. In the first days after the PS2 launch in the U.S., bids for PS2s reached as high as $6,000. But ever since, prices have fallen to more reasonable levels. At the time of this writing, current asking prices for a PS2 are floating in the $500-$600 range. Overpriced, yes, but possibly the only solution in tracking one down to make sure it's under that Christmas tree.

Other alternatives are contests. Popular radio disc jockey Howard Stern has teamed up with Buy.com to sponsor a contest that runs through Dec. 25 in which listeners can win a PS2 and Buy.com gift certificates. Stern wants to see exactly what listeners will do for a PS2. "We are excited to be able to provide PlayStation 2s to Howard Stern's radio show and to see how far his listeners will go to win one," said John Herr, Buy.com's senior VP of sales and marketing. "PlayStation 2 is arguably the hottest product this holiday season and we look forward to making this a very happy holiday for a lucky group of winners." OK, perhaps you shouldn't go that far.

Nonetheless, thousands of eager gamers and parents alike are starting to come to the realization that they may not be able to track down a PS2 in time for this holiday season. A Wal-Mart spokesperson gave *Newsweek* this bit of advice: "Take a picture of a PlayStation 2, put it in an envelope, and stick it under the tree with a note saying that you'll buy your children one as soon as it becomes available." Ouch.

But if you aren't able to track down a PS2 in time for the holidays, Sony is confident that you'll have a much better chance of grabbing one soon after the new year. According to Sony, 3 million PS2s should be at U.S. retailers by the end of March. However, as hype continues to grow for the next-generation PlayStation, so will consumer interest. It could be well into next year until Sony manages to catch up to demand.

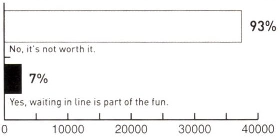
What's the holdup?

Although the media blitz surrounding PS2's slim availability is often good for Sony's cause of trying to promote its new game platform brand, it certainly isn't a voluntary problem. "Did we want to have 1 million units at launch? F—k yeah we did," one Sony insider told *OPM*. "It would be like shooting ourselves in the foot to hold back on supply." The truth is, there is a severe shortage of key components of the PS2 hardware, causing a backup on the production of units. Sony is looking to rectify the matter by purchasing PS2 chips from other manufacturers. Sony also recently entered into a joint agreement with Toshiba to increase production of the PS2 from 500,000 units a month to 2 million. Still, until the new production begins, shortage woes will continue.

If anyone can claim to benefit from shortages, it's investors. A recent issue of *Forbes Magazine* mentions: "PlayStation 2 has legions of frustrated fans, and that signals an investment opportunity. Buy stocks in electronic parts makers." Also benefiting are Sega and Nintendo (who've seen a rise in sales). But nonetheless it's good to see the industry thriving.

"Take a picture of a PlayStation 2, put it in an envelope, and stick it under the tree with a note saying that you'll buy your children one as soon as it becomes available."
—Wal-Mart

WOULD YOU SPEND HOURS WAITING IN LINE TO BE THE FIRST ON YOUR BLOCK TO BUY A SONY PLAYSTATION 2?



Poll taken from cnn.com on Oct. 26. 40,251 total votes taken

IMPORTANT PS2 DATES

June 1996 - Ken Kutaragi moves on to begin work on successor to the PlayStation.

March 2, 1999 - Technical specs for the PS2 are revealed to the world.

Sept. 13, 1999 - Sony announces details on Japanese launch and shows first PS2 games.

Feb. 18, 2000 - Sony holds its first PS2 festival in Japan and allows gamers to check it out.

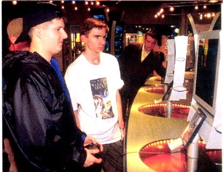
March 4, 2000 - PS2 officially launches in Japan.

March 6, 2000 - 980,000 PS2 systems already sold in Japan.

May 11, 2000 - U.S. PS2 shown for the first time. Sony announces Oct. 26 U.S. launch date and info.

Sept. 27, 2000 - Sony announces only 500,000 PS2s to be available at launch.

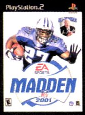
Oct. 26, 2000 - All hell breaks loose.



Above: Imagine being stuck after this guy! The second person in line for a PS2 at the Metreon paid almost entirely with coins. Left: Check out those mad Tekken skills.

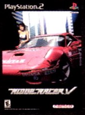
photos by Michael Sexton

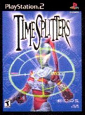
Top-selling PS2 games for the week of Oct. 22 to Oct. 28

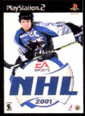

1. Madden NFL 2001
EA Sports

2. Tekken Tag Tourn.
Namco

3. SSX
EA Sports

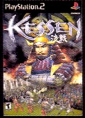

4. Ridge Racer V
Namco


5. TimeSplitters
Eidos


6. NHL 2001
EA Sports

7. Summoner
THQ

8. DOA2: Hardcore
Tecmo


9. Kessen
EA

10. Armored Core 2
Agetec

Source: PC Data

LEONARD HERMAN

CAUGHT UP IN THE HYPE

As a historian, I've always been more concerned with the past than the present. Today never interests me until it becomes yesterday. So whenever a new video game console comes on the market I tend not to be interested in it until it's not so new anymore. During my 22-year love affair with video games I've never purchased a console on its launch date. I never had to. With a collection of more than 1,600 games, I have plenty to keep me busy.

That all changed on Oct. 26, 2000.

I should have learned my lesson last year. When the Dreamcast went on sale I fell victim to the hype and conveniently found myself at a Comp-USA on its launch day. The mere fact that Comp-USA was sold out made me want to buy the system even more. I picked one up a week later and by that time there were plenty in stock.

So did I learn the valuable lesson of preordering? Of course not!

Last December I began purchasing DVDs even though I didn't have a player to watch them on. Some of my favorite movies were available and they were inexpensive. I reasoned that I would be buying a DVD player eventually and these movies might not be available then.

By January I was itching for that DVD player, and by that time stores were beginning to take preorders for the PS2. But I couldn't decide whether I was going to get a DVD console that played games (NUON) or a game console that played DVDs (PS2). After seeing the two at E3 last May I was leaning toward the NUON, especially since the first DVD console with the NUON chip was scheduled to be on shelves a month later. I knew I would get a PS2 eventually, but my priorities had shifted.

Well that first NUON-powered DVD player arrived in June, but it cost $500 and the reviews for it didn't exactly rave about the games. By then I had amassed over 20 DVD titles and was impatient to watch them, so I went out and bought a no-name bare-bones DVD player for $140. I couldn't wait around until the PS2's debut in October. Hence, once again no reason to preorder.

By then the news started coming out that Sony wouldn't have enough consoles to fulfill demand. Since I hadn't preordered, I figured there was no sense in doing so, because stores couldn't guarantee delivery. Then the news arrived that Sony would be cutting by half the number of consoles that it would deliver.

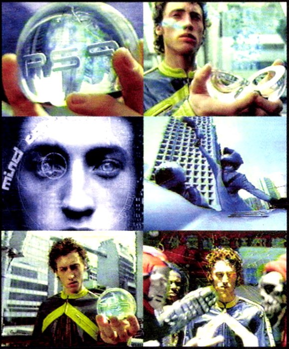
On Oct. 26 I went to my local Software Etc., where I was greeted by a list of names of those who would be getting consoles. Inside I watched those who had the forethought to preorder pick up their machines. I actual got to see a PS2 box! I then promised myself that I would never let this happen again.

So now I'm waiting for the preorders to begin for the PS3. Hey, who knows? I may get one before I can get a PS2!

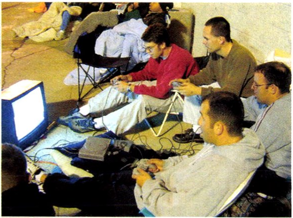
Leonard Herman is the author of a definitive book on video game history, *Phoenix: the Fall & Rise of Videogames*. He's currently working on a third edition, which he hopes to publish in early 2001.

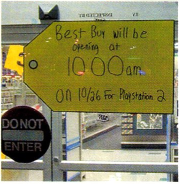
Sony PS9 On Sale Now

What's this? PlayStation 9? Did I miss something? Actually, no. This is the advertising campaign Sony used for the PS2 for the launch. The basic premise: The year is 2078 and the PS9 is now available. The system has spores that can tap right into your adrenal gland, and comes with such features as a mind-control system, improved retinal scanning, holographic movie surround vision, and telepathic personal music. Sounds pretty intense, huh? Well, then the PS9 commercial comes to a close, a PS2 comes into the light, and the text reads: the beginning. For those who haven't seen it, the entire commercial is very futuristic and *Matrix*-ey. It's definitely cool. And it kinda makes you wonder what games might actually be like in 2078.



> "The most important thing is to make sure that first and foremost we have a very successful launch so we can grow the installed base of the hardware as quickly as possible. At the end of the day, when you have a large installed base, that's a bigger business opportunity for all the companies that publish on that platform." —Kaz Harai, President SCEA





The U.S. has never seen such outright enthusiasm for a game platform before. Whereas in Japan it is common to see lines outside game stores for a video game platform launch, never before has this happened in the States. Pictured to the right is *EGM*'s surly Canadian.

photos by Chris Johnston

Party Time

Like Eddie Murphy's girl, Hollywood likes to party all the time, party all the time, party all the time. The big difference is that the city of the stars doesn't need Rick James to get funky—any celebrity will do. It's something the video game companies seem to have learned, as more and more of them have held parties here in the last few months. Whether encouraged by the celebrity turnout at the E3 parties last year in Los Angeles, or perhaps just deluded by the idea that famous people make you cool, a number of big game companies have held bashes in La La Land recently, with more surely to follow.

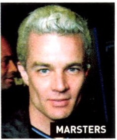
The first gamers looking to get the celebrity stamp of approval was Square, which held a belated launch party for Parasite Eve at The Factory in West Hollywood on Oct. 5. Joining the revelers, who all enjoyed an Aya Brea look-alike contest and a chance to play the game, were such noted video gameplaying thespians as *Titus*' Zack Ward and *Drive Me Crazy*'s Keri Lynn Pratt, the latter of which admitted that she was giddy when she got the invite because "it was a video game party."

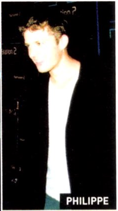
Such enthusiasm was displayed in spades nearly two weeks later when, on Oct. 18, Sony threw a star-studded bash of its own at the Pacific Design Center. A coming-out party for the PlayStation 2, it was, for that night at least, the social event of the season, bringing out such celebs as Jim Carrey, Robert Downey Jr., Debra Messing, Carmen Electra and Rachel Hunter, many of whom spent their time checking out the numerous PS2 titles that were available for them and us mere mortals to play. Also in attendance were *South Park* creators Trey Parker and Matt Stone, L.A. Laker forward Robert Horry, and such musicians as Tommy Lee, Bauhaus' Kevin Haskins, and Eric Erlandson, who's also known as "Eric From Hole" and "that guy who's at every party."

This, of course, will not be the last celebrity invitational video game party, though. Which, as far as the famous are concerned, is just fine. As Zack Ward said at the Square bash, "This wasn't as cheesy as most Hollywood parties. There aren't as many people trying to sell me their script."

BIGGS

ELECTRA


MARSTERS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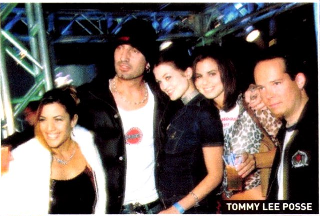
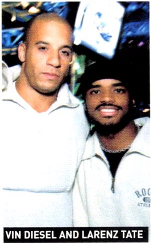

TOMMY LEE POSSE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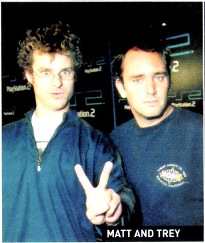
MATT AND TREY

MATURE
M
CONTENT RATED BY
ESRB

Animated Violence
Animated Blood and Gore
Suggestive Themes

PlayStation

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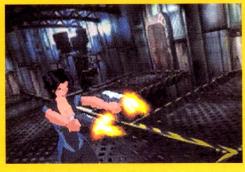
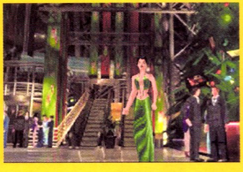




Mikami's Little Secret

Resident Evil producer Shinji Mikami has slipped us word that he's developing a new survival horror game for the PS2 called The Devil May Cry. Apparently, it's even darker than RE.

Illustration by Wayne Vincent

CHRIS GORE

TRUTH IN ADVERTISING

I can't stand packaging that bends the truth, exaggerates or just blatantly lies. We've all seen products that advertise themselves as "new-and-improved" but generally aren't. How many times have we all bought some sugar-coated cereal only to realize that the prize inside is just some hunk of cheap plastic and not a cool hot rod? (Cheerios, in fact, still puts strawberries on the box even though there isn't a damn strawberry to be found.)

And I can't tell you how many times I've bought a *Batman* comic book with the headline on the cover "Robin Dies!" only to read it and discover that Batman only thought Robin was dead. I even ordered that six-foot working submarine advertised in the back of the comics and it turned out to be an oval-shaped cardboard box. Suckered again. Fruit juices with only 10 percent fruit juice, vitamins that give you power, fruit roll-ups that will make the sky open up and take you to the rainbow world where it rains candy...ENOUGH!

The point is that companies will say anything on the outside of the package to get you to open your wallet and shell out the cash to buy what's inside. The video game industry is no different.

I'm a gamer from way back. How long ago? This was a long, long time ago, before even *The Empire Strikes Back* came to theaters the very first time! I can remember my first game system vividly. I got an Odyssey 2 that had an actual keyboard attached to the console. I really wanted to play the football game, which featured an amazing rendition of a running back blazing a trail. The game itself was just a bunch of white dots (which didn't even look like people) on a green background with lines. The sound consisted of varied uses of "hiss." It sucked.

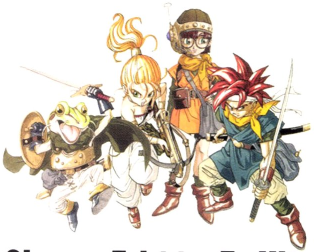
The Atari 2600 was even more blatant, with games like Battlezone featuring a painting of an epic war scene complete with spectacular exploding tanks. Dots.

No matter what game I bought back then, it seemed that the more fantastic the picture, the lamer the result. Space Combat. Dots. Baseball. Dots. Solaris. Dots. Galaxian. Dots. Nothing ever matched the picture on the cover. Even the modern game systems never seemed to match the artist's imagination when it came to an epic war scene, a stellar sporting event or a galactic space war.

Now, with the release of the PS2, everything has changed. The PS2 represents the first time in video game history when the picture on the cover of the package actually represents what the game looks like! I've been waiting my whole gaming life for this! And for that we should all applaud.

Me? I'm holding back tears of joy...(sob).

Chris Gore is the editor of Film Threat,
www.filmthreat.com



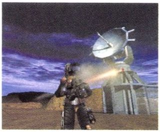
Chrono Trigger To Hit U.S. Shores?

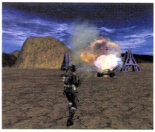
Fan letters prompt Square to consider it

The PS one remake of Chrono Trigger, arguably one of Square's finest RPG releases of all time, could possibly make its way to U.S. shores thanks to demand by fans. According to insiders at Square, although there are no definite plans at the moment, the company is currently discussing the idea of bringing the PS one remake of Chrono Trigger to the States. Thanks to strong sales of Chrono Cross (the game's sequel) and letters from fans pleading for the game, Square feels there is likely strong enough interest to warrant a U.S. release. If you've never played Chrono Trigger (and if you like RPGs, you owe it to yourself to), and you'd be interested in seeing it come to the U.S., e-mail support@squaresoft.com and tell Square how you feel. Also, while you're at it, tell them to bring over the amazing fighting game Tobal 2. Hey, it just might happen.

Sony Online Announces Planetside

Sony Online has revealed the next game it is working on: the world's first massively multiplayer first-person shooter. Titled Planetside, the game allows players to assume the roles of mercenaries on a distant planet void of laws. "We're leveraging our experience with EverQuest into an entirely new genre," said John Smedley, president of Sony Online. "Imagine a soldier-to-soldier combat and vehicular warfare game set within a massive persistent environment." Planetside should hit the PC and PS2 by fall 2001 (by then Sony's online network should be in place). Check back for more info soon.





OVERHEARD: JIMMY FALLON

> **"I can't marry you...I just got PlayStation 2. It's very time-consuming."**
>
> —Saturday Night Live's Jimmy Fallon, during a Weekend Update sketch.

DATA STREAM

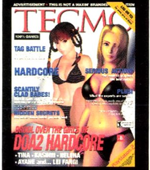
Sega on PS one?

Sega of Japan has informed us that the company will soon be porting many of its huge library of games to other platforms, mentioning the PS one as a strong likelihood. The company intends on raising revenue by focusing on software rather than hardware. Did someone say Sonic on PS one?

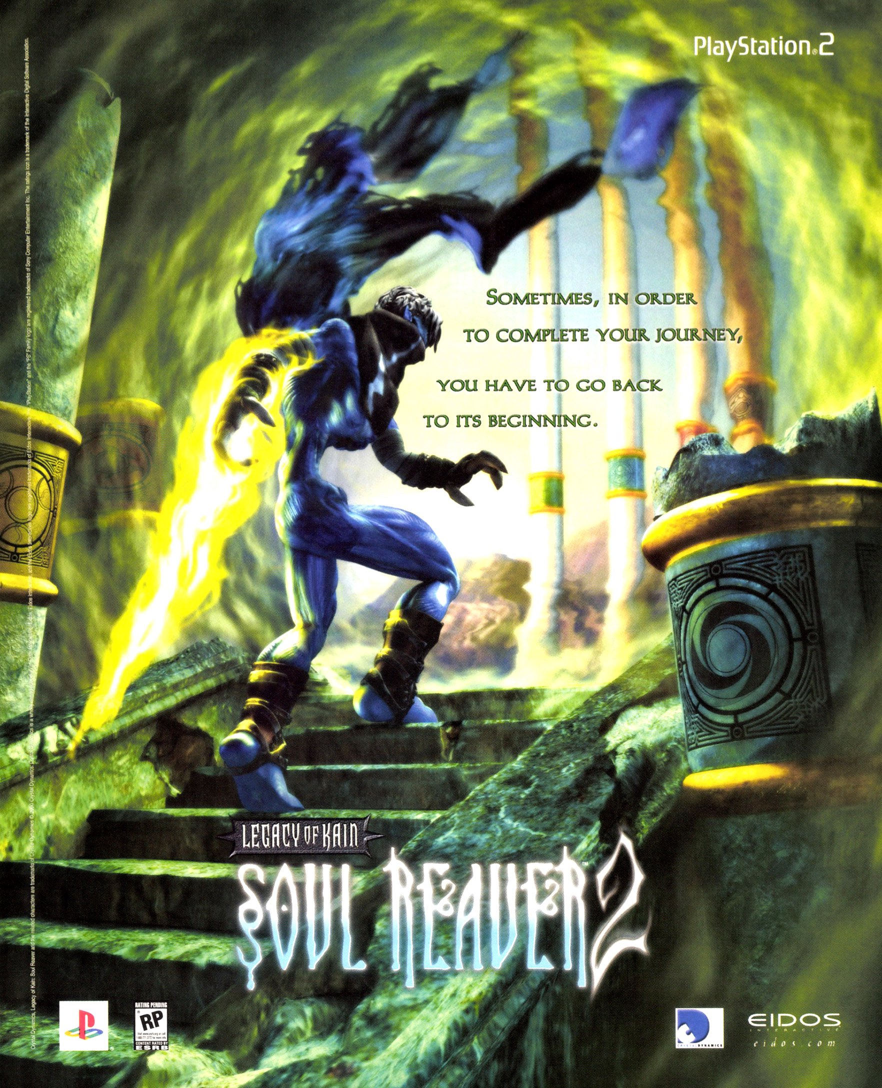
KOF Still Alive

Good news, fighting game fans: King of Fighters 99 for the PS one is headed to the U.S. after all. Although the release was in doubt due to SNK's unfortunate U.S. departure, Agetec has snapped up the rights and will release it this month.

Hardcore Babes



Knowing that well-endowed, scantily clad babes have been an integral part of the appeal of its DOA series, Tecmo has placed a new ad in Maxim that shows off its assets. The ad is meant to parody the front cover of the men's magazine.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SOMETIMES, IN ORDER
TO COMPLETE YOUR JOURNEY,
YOU HAVE TO GO BACK
TO ITS BEGINNING.
LEGACY OF KAIN
SOUL REAVER 2
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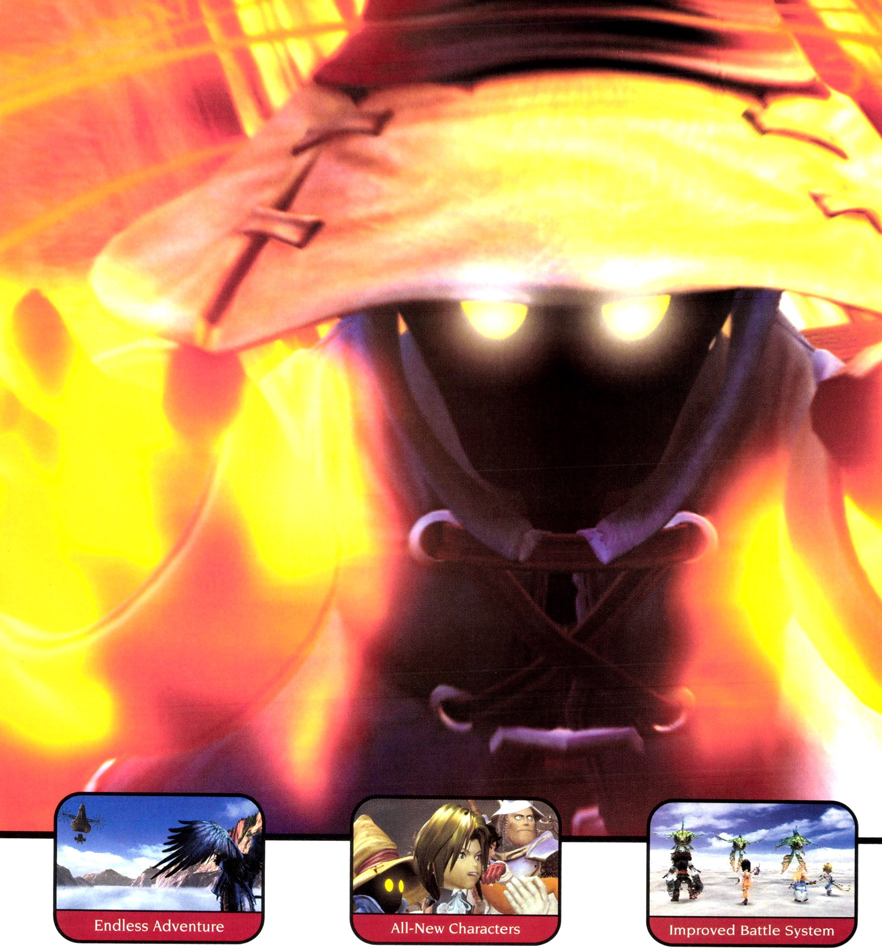
Endless Adventure
All-New Characters
Improved Battle System

TEEN
T
CONTENT RATED BY
ESRB

Animated Violence
Mild Language

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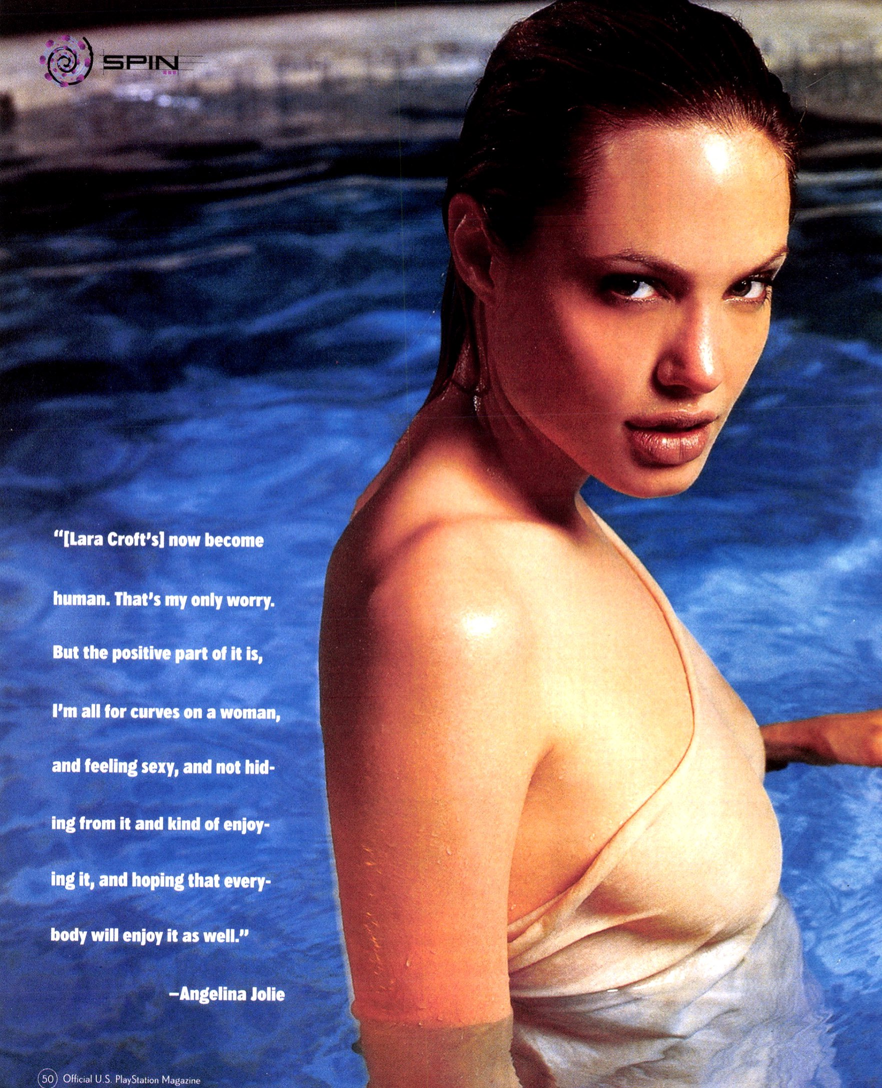


"[Lara Croft's] now become human. That's my only worry. But the positive part of it is, I'm all for curves on a woman, and feeling sexy, and not hiding from it and kind of enjoying it, and hoping that everybody will enjoy it as well."

—Angelina Jolie

photograph by Mark Seliger Corbis/Outline

On the *Tomb Raider* set with Angelina Jolie

CHARTING NEW WATERS

A new movie, a new game, a new star—Lara Croft is finally being reborn in the style she deserves

Lara Croft has narrowly cheated death yet again.

Just a few seconds earlier, Croft's trademark silhouette emerged from the shadows of a dark tomb buried deep below the earth in the jungles of Cambodia. Forty feet beneath her, three men, flanked by a small army of machine gun-wielding thugs, spot Croft as she peers down at them. Suddenly, gunfire pierces the air, bullets whizzing by the world's most famous virtual heroine.

"Hold your fire!" shouts a man in a black hat. Judging from his chiseled good looks and perfect diction, he's obviously a bad guy.

But Lara knows these men. And she knows their plans are about to go awry. With a knowing smirk, she tells them as much.

They're not happy to hear it.

Frustration evident in his voice, the man in the black hat shouts up to Lara: "Lady Croft! Can you give me one good reason why I've kept you alive?"

It's a valid question—one that we've been wondering ourselves for quite a while. Can anyone offer any good reason to keep this once-great character alive? After five games in as many years (including Tomb Raider Chronicles, which should be hitting retail as you read this), many have questioned whether Lara Croft has lost her relevance.

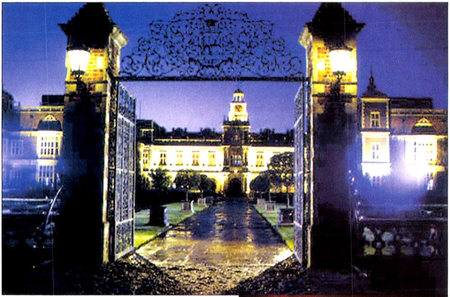
Heck, even Adrian Smith, director of operations at developer Core, agrees. "I'm very pleased to say Chronicles is the last in the series as we currently know it," Smith told us. "We're delighted because it's the end of a long period for us and the beginning of something very new."

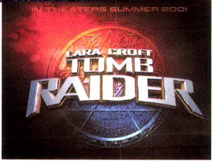
Indeed. But after five long years, Lara is finally getting the treatment she deserves. We recently flew to England to spend two days on the set of the *Tomb Raider* movie, chatting with cast and crew, including the beautiful Angelina Jolie. And that's where we witnessed the above scenario. This wasn't an event from a game. No, it was an actual moment from the film, which we watched as we stood on the very impressive set, Jolie in full costume as a perfect Lara Croft.

We also stopped off at Core's offices to find out the latest on the PS2 Tomb Raider game, which finally will be a radical departure from the Tomb Raiders of past.

And we're convinced. A new big-budget movie due out in the summer of 2001. A new direction for the next-generation games. A new life for Lara Croft.

TOMB RAIDER CONTINUED





For the latest on the Tomb Raider movie, go to www.tombraidermovie.com.

Film adaptations of video games have been a mixed lot at best, with most being barely worthy of a straight-to-video release. But any doubts about the production values and the potential quality of the forthcoming *Tomb Raider* film were quickly put to rest the moment we set foot on the vast soundstages of Pinewood Studios just outside of London.

Not only did we wander through the inside of Croft manor, complete with intricate Victorian details and a high-tech command center. Not only did we get lost in an immense underground tomb, walls lined with hundreds of stone monkey warriors, a giant Buddha on one end, hanging vines dangling throughout, ledges and corridors and fallen stonework everywhere. Not only did we see a vast set filled by an enormous model of the planets apparently constructed by a long-lost civilization. But we also saw an impressive cast and crew, with an equally impressive list of awards and credentials behind them.

Start with Simon West at the helm, a man who also directed blockbusters like *Con Air* and *The General's Daughter*. And then there's producer Lloyd Levin [*Boogie Nights*], for whom this project is a labor of love. "Fandom came first, then pursuit, and then acquisition of the rights," Levin told us. "I really like the game—I have a real respect for the character—but so does everyone else here. I think everyone shares the same enthusiasm I have. Whether you're looking at the cast, at the production design or the wardrobe—it's all being taken very seriously." And that was evident from our conversations with other cast and crew members, who have worked on everything from recent Bond films to *The Patriot* and *The Mummy*.

This is no throwaway production. This is no *Super Mario Bros.* or *Mortal Kombat*. This is a big-budget extravaganza worthy of the Tomb Raider license. Even the sets themselves are spectacles. "You have the biggest stage in Europe right here," says production designer Kirk Petruccelli, "and we filled it." But the sheer scale of the sets is just the start, as filming also takes place in such exotic locations as Cambodia and Iceland. You can also expect four to five high-octane stunt scenes, including a thrilling "bungee ballet" sequence set in Croft Manor and a fight scene deep in the Cambodian tomb where Jolie will take on numerous foes, human and otherwise.

But as we all know, without a well-developed story, these kinds of films can degenerate into nothing more than an action-packed waste of a few hours. That's where director Simon West comes in. As soon as West signed on, he scrapped the original script, which he says was "very predictable, about what everyone would expect." After scouring numerous scientific journals and other source materials, he stumbled onto a small story about the planets lining up for the first time in ages. "I started to build a story around that planetary alignment, because it's the perfect ticking clock," West explains. West then worked several exotic locations into the story—he wanted to avoid Egypt because it's been overdone—and zeroed in on an object that Croft would be searching for. Next he worked an emotional hook into the story. "It's not just about finding the thing," West explains. "Why would the thing be important to her? Because it's something to do with her father—that her father went missing

"[Angelina Jolie] is Lara Croft. There's very little difference between the two of them."

"THIS IS EXACTLY WHO I AM!"

She may be one of the most ethereal beauties of our time. She may also be one of the brightest young actresses of our era. But Angelina Jolie is no prima donna. The gal-who-would-be-Lara-Croft took her time to graciously answer all our questions in between her scenes at Pinewood Studios in London. Following are some excerpts from our conversation. Look for more of our chat with Jolie in upcoming issues.

You're well known for playing serious, even intense characters. Was Lara Croft a departure for you?
I thought it would be really, really far from what I'm used to. But it's not. The essence of her is very similar to all the other characters I've played—somebody who's alone, is focused on justice or setting things right, is a little insane. She's quite bold in many different ways. She doesn't actually do many things, but is very sexual and is very free. There are certain themes that I generally like in people that she has. It's actually one of the hardest things I've ever done because she's not brooding and moody and in herself like normal characters are. She has to be really clear. She's almost beyond human. She's overly capable of things. And I don't feel that every morning. So I have to get into that somehow—smack myself into trying to take on the world, which she does everyday. It's harder to stay in a positive, healthy, clear, brave state of mind all the time. Sometimes it's easier to go into yourself and get dark—which is what I'm used to.

Do you play the Tomb Raider games?
I'm terrible at the game! I kill her constantly. And I love to.

Any worries about taking on the role of a sex icon for gaming geeks?
I hope that it will be good enough for what everybody wants. She's now become human. That's my only worry. But the positive part of it is, I'm all for curves on a woman, and feeling sexy, and not hiding from it and kind of enjoying it, and hoping that everybody will enjoy it as well.

What about the rumors that Jonny Miller [Jolie's ex-husband] was a Tomb Raider fan, and that you took this role as revenge?
No! [laughs] That's also like I'm not showing my butt in the nude scene. I keep reading the most bizarre things. It wasn't the reason I wanted to do it. My husband's kids also have the game. There are a lot of different people who play it. But sure, there's something to Jonny playing it years ago and me just kind of hating this woman, because she kept my husband up all night at the time.

So you are showing your butt?
I don't think you're going to see her butt in the nude scene. I mean, it's for kids. But I was naked in the shower. I don't think you can see very much—it's steamy and the towel's dropped at just the right moment. But, no, it's all me.

You've had to cover up your tattoos for this film.
Oh yeah. The nightmare of my tattoos. [laughs]

What was your inspiration for the character?
She's a bit of everything. She's like every kind of sexy Italian actress I've ever watched, and yet she's also that guy in *The Crocodile Hunter*—completely in love with danger. And then there's the whole personality that's emerged from me. I kept thinking, "I can't do this, I'm a serious actor." And then suddenly I was in my little outfit on top of a mountain in Iceland with some dogs pulling me in a sled and some guns attached to me. And I thought, "Yeah! This is exactly who I am!"

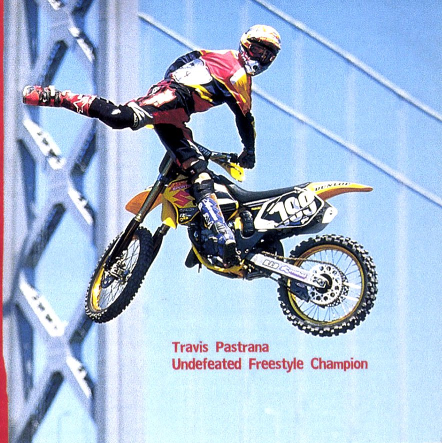
What do you want the audience to take away from this film?
I'd like the audience to see this film and leave it wanting to explore other places in the world, wanting to have an adventure. That's what it's made me do—it's made me excited about just realizing there's so many amazing things to see. Life can be really mundane; we get wrapped up in small things. And we can just get on a plane tonight and go somewhere we've never been, meet some people from another place. We forget that sometimes. And I think it's important not to.

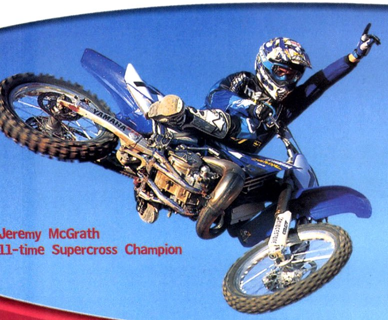
photograph by Antoine Verglas Corbis/Outline

Stick the landing
and they'll call you a champion.

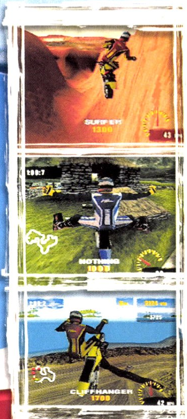
Don't
and they'll call you
an ambulance.

freestyle MOTOCROSS: McGrath vs. Pastrana™


Travis Pastrana
Undefeated Freestyle Champion


Jeremy McGrath
11-time Supercross Champion

If you want to play it safe, take up tennis. But if you want sick freestyle moto-x action get FreestyleMotocross: McGrath vs. Pastrana from Acclaim Max Sports. With two of today's hottest Supercross and Freestyle Motocross riders taking on nine levels, over 30 insane tricks and balls to the wall racing action, your adrenaline will be pinned in fifth gear. Plus, there's more than one way to walk away the winner. That is, if you can still walk.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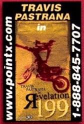
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TOMB RAIDER CONTINUED

With majestic sets and exotic locales, *Tomb Raider* has a visual style that rivals the game.

as a child. So there's a whole emotional child-abandonment theme in there as well." That father, by the way, is played by none other than Jolie's real-life father, Jon Voight.

Finally, and most important, there's the star of the film. Ask anyone on the *Tomb Raider* set what he thinks of Angelina Jolie, and he'll quickly tell you Jolie *is* Lara Croft. The enchanting actress has managed to not only fill Croft's legendary proportions, but also to capture her character perfectly.

"She's the only person I ever thought could pull it off," says director Simon West. "She is Lara Croft. There's very little difference between the two of them. We don't even discuss what Lara would do anymore because she is Lara Croft, and she knows exactly what she would say or do in any situation."

For Levin, casting Jolie took on an extra significance. "That set the bar really high," Levin says. "You have to create a movie that justifies the casting of the caliber of actor that she is."

After Jolie was cast, she began a rigorous three-month training program with stunt coordinator/2nd unit director Simon Crane. "Basically, you're forming the shape of Tomb Raider, which she now has," Crane says. Crane worked with Jolie on everything from her nutrition to her fighting technique—all important because Jolie wants to be involved in each and every action sequence in the film. And according to special-effects supervisor Chris Corbould, Jolie has all the right stuff to pull it off. "Angelina's such a gutsy lady," says Corbould. "She makes our stuff look good."

So can gamers expect a faithful rendition of their favorite series? Or will the film take Lara in whole new directions? From what we've seen, perhaps a bit of both. "The challenge is to make this a 'real movie' movie," explains Levin. "If from the point of view of the story it's extended a little bit, the game fans get to participate in something that's fresh as well. So it doesn't feel like they've seen it before."

But you *can* expect to see many of Lara's signature moves throughout the film. "We've got some gun-spinning, gun-twirling, the way she moves," says Crane. But the team didn't stop there. "Sometimes we looked at the game and then took it, say, one step further. But we're not making a copy of the game. It's going to be more original than that."

With all the major players signed on for two more films, Paramount has high hopes for Tomb Raider, which just may become another key franchise along the lines of Indiana Jones or James Bond. And if the film lives up to its early promise, Lara Croft will certainly re-emerge from the doldrums of her past few games.

It seems Lara Croft has not only narrowly escaped death, but she's been reborn with a bright new future ahead of her.

LARA'S NEW LOOK

With a body that defies human proportions, and an immediately recognizable signature outfit to complement it, Lara Croft has become an icon of sorts. But don't expect to see that trademark rubbery blue shirt gracing Angelina Jolie's body. Rather, the star of *Tomb Raider* will be decked out in more muted blacks and grays.

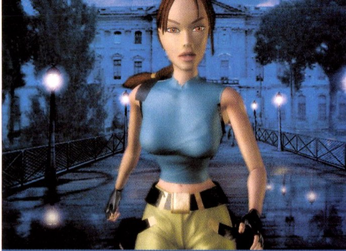
That's because Jolie is quite sensitive about the colors she wears, according to Oscar-winning costume designer Lindy Hemming. "A lot of the color scheme—even though I'm very happy with it because it's quite moody and modern—is actually because Angelina is one of those people who feels uncomfortable in color," Hemming told us.

Moreover, director Simon West wanted to make sure the film retains Lara's look, while updating it to be a sleeker, more modern version. And Hemming wholeheartedly agrees with that direction. "If you read the script—the way it describes her life—it didn't give her opportunities to look like Mad Max, really," Hemming says. "Of course, in the beginning we talked about that. But when you read the script, and you look at what happens, it never leads you that way. It always gives you a more high-techy feeling."

Croft fans will be glad to know, though, that Jolie's outfits will still be quite revealing. On the day we saw Jolie shooting a scene, she was wearing what Hemming describes as one of her signature outfits: "Really tight black T-shirt, really tight black trousers, her gun belt with a new skull-and-crossbones brass buckle on it. And her very, very modern backpack, which is not like the backpack in the game, but a shiny carapace modern-looking backpack with a molded plastic feel."

"Her silhouette is almost exactly the silhouette that everybody's expecting," Hemming adds. "Everything she's got on—from her boots up through her holsters, her guns, her backpack—is all tailor-made to her. She looks like a modern, up-to-date silhouette of Lara. She looks quite trendy, anyway."

Also expect to see plenty of flesh—which will surely please all the fanboys out there. In one action scene, Jolie is wearing pale gray silk pajamas that apparently shows ample amount of midriff. And she's got other outfits that are even more revealing. "She's got 13 different costumes," Hemming says, "but some of them are as little as a towel."

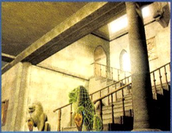


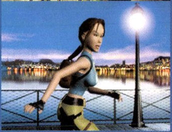
A WHOLE NEW GAME

When Core began working on Tomb Raider for the PS2 some 18 months ago, they put together an almost entirely new team. The developer wanted to take Lara in a new direction, and an injection of fresh blood was long overdue.

But according to Adrian Smith, director of operations at Core, the team isn't the only new thing about Tomb Raider. Lara now has a new look, the game now a darker feel, and the story is now much more important.

In fact, story is such a key element that the team at Core has basically plotted out enough material for years to come. "Let's write the Tomb Raider book," Smith told his team. "Let's think about the next 20 adventures that Lara Croft will go on. And rather than just producing that as the next game, let's think about that as the next 'X' amount of games."





So what's in that book? Smith was coy about the details, not wanting to divulge too much. But he did tell us that we'll see a completely different Lara. "Lara is going to be involved in some things that she has really no control over," Smith says. "She's put in situations that are totally alien to her. All the privileged life she's had—being from a great family and a nice house, and all the doors have opened for her because she's been the infamous Lara Croft—all those doors are going to be shut to her."

And Lara will no longer be the sweetheart we've grown used to. "Circumstances are going to drive Lara into something almost like the underground—the dark, the sinister, the criminal element of it," Smith explains. "Not by choice, but that's her only path she can take to bring herself out of it."

The new games will now be episodic. Smith likened each release to an episode of the *X-Files*: Each "chapter" will be self-contained, but will have some meaning in the bigger picture. "The first game is going to feed people lots of information," Smith says. "We're going to open up lots of doors, and tell people lots of things, and leave a lot of them open. Sow that seed that she's involved in something infinitely bigger, and it's not going to be singularly solved in this adventure."

While these chapters will be released in stores (don't expect them to be sold as downloadable content for quite a while), Smith promises to put up "extra" content online to supplement the games. Maybe you'll find a bit of back story to follow, or maybe Core will release online playable side stories starring other characters—Smith can't say for sure yet until he knows more about Sony's broadband plans. But expect to see plenty of supplemental content online that will appear between each chapter.

The gameplay will also be quite different. Core is finally abandoning the clumsy control scheme that's plagued the series, opting for more of a Mario-style control. Lara will also evolve differently depending on the player, using an RPG-like mechanic of leveling-up different skills the more they're used. "We've tried to form a lot more of a bond between people and the character," Smith explains. "We're trying to tailor the character more to the player."

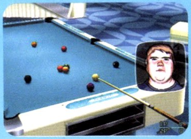
Quite a departure indeed. Smith told us that with all these changes, they might even drop "Tomb Raider" from the name of the series. "Lara survives, her name will survive," Smith says, "but I think Tomb Raider will become something different."

"It's a whole new game," Smith promises.

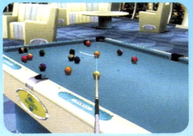
PlayStation®2

Q-Ball

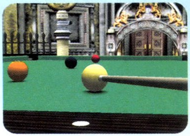
BILLIARDS MASTER



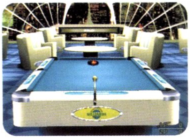
Play alone or with a friend



Master the techniques used by the pros!



The most beautiful pool halls in the world!



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ask

ORNITH

EVERYONE
E
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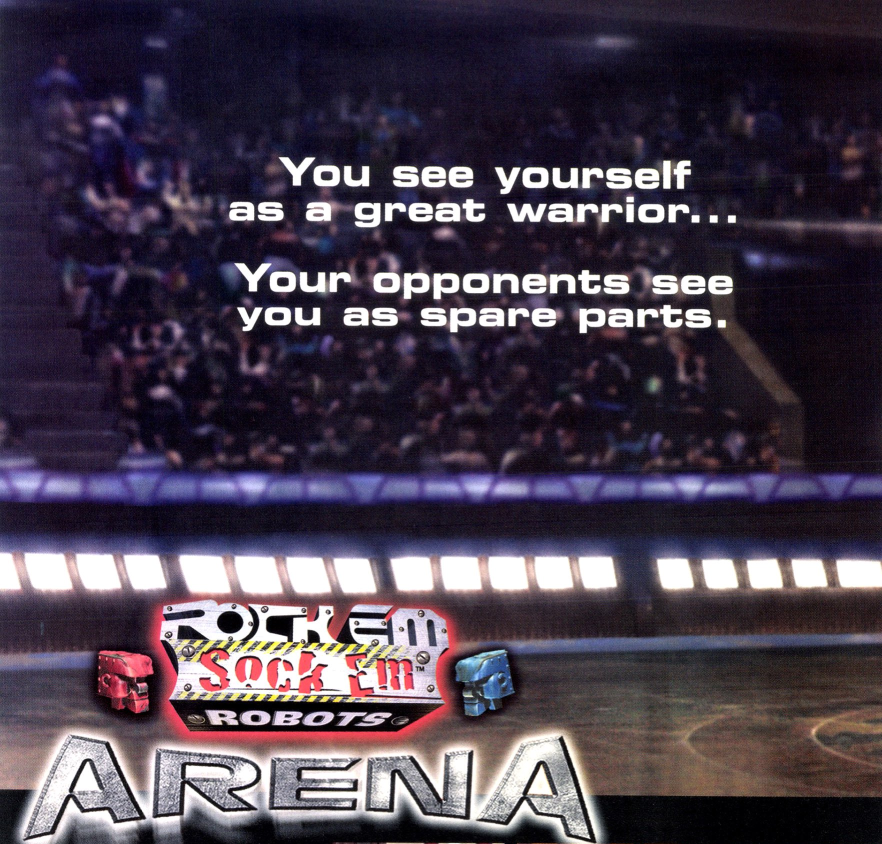
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PlayStation

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T
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Animated Violence

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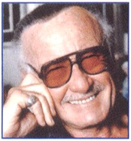
STAN LEE

SOMETHING TO MARVEL AT



OK, so I'm not the world's greatest authority on games and gaming. I don't have to be! A guy doesn't have to be a digital demon to appreciate awesome action and scorching special effects. But I just wanna give you my reactions to a few of the Marvel-related video games I've seen lately.

Of course, there's one thing I've gotta warn you about. Since the games I'm talking about feature Spider-Man, the Fantastic Four and the X-Men—plus a whole kaboodle of other mighty Marvel guest stars—it won't be easy for me to be totally objective in my observations. It's like writing about your family; they may drive you up the wall sometimes, but hey, they're still your family, right? Anyway, I'll try to stay cool as long as you allow me a little latitude for bragging. Deal?

Let's start with Activision's X-Men: Mutant Academy. This one's a real rocket ride, with so much action that they didn't bother to include a story! All you've gotta do is beat all your opponents to a pulp as you guide your favorite X-Man through too many battles to count. You'll even have to fight other good guys! And there's no chance of getting bored 'cause you've got a total of 10 superpowered combatants!

But let's not forget Capcom's Marvel Vs. Capcom! This one actually combines a mixed ménage of Marvel heroes with those from the Capcom company. Where else can you find Spidey and friends going head to head with superstars like Mega Man or enemies like Venom? There are also friendly battles like Spidey vs. Hulk—or even Captain America vs. Captain America! (Don't ask me how it happens; see for yourself!)

Since I'd never leave out the Fantastic Four, let's talk about Acclaim's 1997 version of the world's greatest fighting quartet. Unfortunately, this one isn't quite as imaginative or inventive as some of the others. You just grab yourself a favorite Fantastic Four member and use him or her to knock the stuffings out of the bad guys. Of course, no game can be too much of a dud when you add She-Hulk to the mix!

As disappointing as Fantastic Four may have been, Spider-Man from Activision makes up for it. The opening sequence gives you the chance to gird your loins and get set for the carnage to come. Then, just before the mayhem, comes the best part of all. You get to hear my favorite narrator starting you off at the first level. (Modesty forbids me from mentioning the name of that superb orator!)

And away we go! The action's intense and inspired and keeps increasing as you zoom along. To me, the best part is all the other colorful cavorters you get to meet along the way—the Black Cat, the Scorpion, Jonah Jameson, Daredevil, the lovely Mary Jane, the Rhino, Venom, Carnage, Doc Ock and Mysterio. I might have omitted a few, 'cause I don't want you to think I'm bragging too much!

I also got a kick out of seeing Spidey in his alien symbiote costume and a ton of other costumes rather than his usual duds. There's even a way for you to unlock everything the game has to offer without actually earning it, including the collection of classic comic-book covers that—aw, hey, I might as well leave some surprises for you!

Till we meet again, True Believers...Excelsior!

Stan Lee spends most of his time these days helping to develop a new, pandemonious plethora of superheroes for **stanlee.net**. But you might know him better for creating some of pop culture's most popular do-gooders, like Spider-Man, the X-Men, the Fantastic Four and the Hulk.

PlayStation Aptitude Test

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

1. Reflections is best known for what series besides Driver?
a) Shadow of the Beast
b) Colony Wars
c) GoldenEye
d) Destruction Derby

2. If Sega bought PS2s with all the money it earned on DC launch day, roughly how many units could be purchased?
a) 537,000
b) 250,000
c) 325,000
d) 130,000

3. Who is Angelina Jolie's dad?
a) Harrison Ford
b) Clint Eastwood
c) John Voight
d) Adrian Jolie

4. Who is the youngest person to ever portray Lara Croft?
a) Rhona Mitra
b) Lucy Clarkson
c) Lara Weller
d) Angelina Jolie

5. What company publishes Tomb Raider comic books?
a) Top Cow
b) Cliffhanger!
c) Image
d) Dark Horse

6. The original Gran Turismo featured how many cars?
a) 150
b) 594
c) 163
d) 166

7. What was wrong with GT2?
a) Could not be fully completed.
b) The Acura Integra Coupe lacked a second gear.
c) Game would occasionally delete all cars from your garage.
d) All of the above.

8. "I am the ambassador / Of Kickyourassador" is a quote from a song on which game?
a) Gran Turismo 2
b) Tony Hawk's Pro Skater
c) ESPN X Games: Snowboarding
d) Dave Mirra's Freestyle BMX

9. Counting *P.S.X.*, *OPM*'s predecessor, how many Editors in Chief predated John Davison?
a) Two
b) Three
c) Four
d) Five

10. Why is Enix's Dragon Quest RPG series in Japan known here as Dragon Warrior?
a) "Warrior" complements "Dragon" better than "Quest."
b) "Dragon Quest" was already copyrighted in the U.S. by TSR.
c) Studies show Americans prefer "Warriors" to "Quests."
d) Nintendo only allows the word "Quest" in its crappy RPGs.

Answers
1. d **2.** c **3.** c **4.** b **5.** a
6. d **7.** d **8.** b **9.** c **10.** b

DATA STREAM

Mini-Me on PS2

Austin Powers fans listen up: The spy who loves to shag will soon be hitting the PlayStation 2 courtesy of Take 2. There's no word yet on what the game will be like, but we do know that it won't be a version of the canceled Austin Powers kart-racing game for the Dreamcast. Which is good.

An Epic License

LORD OF THE RINGS
TRILOGY

Several companies are vying for the game rights to the highly anticipated epic film *The Lord of the Rings*, due out in theaters in about a year. Word has it that EA is close to nailing it down. Let's just hope the game's production time won't mirror that of the movie's: three whole years!

Woo Goes Digital

Film director John Woo has teamed up with several studios to form a new game developer called Digital Rim. Woo will personally work on the studio's first PS2 title.

OVERHEARD: PS2 CODE NAME

"In the earliest days, people referred to it as being '2' without putting the PS on it. They were like, 'Let me tell you about the 2.'"

—Kaz Hirai, president of Sony CEA, on what the PS2 was originally code-named.

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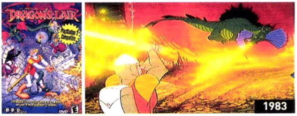
Dirk Does PS2

You have to hand it to Digital Leisure. For the past couple of years, the company has released classic laserdisc games like **Dragon's Lair** and **Space Ace** for play on standard DVD players. And now that a certain new model of DVD player has come about—we like to call it the PS2—this clever group of Ontarians has added a simple "PlayStation 2 Compatible" to its packaging, effectively turning the aforementioned titles, as well as Dragon's Lair II and Time Traveler, into another set of launch games for the system.

If you're old enough to remember, both Dragon's Lair and Space Ace dominated the arcades in the early '80s. Drawn by acclaimed animator Don Bluth and developed by techno-wiz Rick Dyer, the adventures of Dirk the Daring and Ace earned millions upon millions nationwide. Being continuously moving cartoons, as opposed to a simple-looking Pac-Man or Frogger, these games were considered quite revolutionary at the time. But there's a reason we don't see more games like them today: The gameplay mainly consisted of pointing a joystick in the proper direction or hitting a button at the proper time—you had no true control over the character. By the time Dragon's Lair II debuted in 1988, many gamers had tired of the style. Still, Time Traveler (a Sega release, believe it or not) did manage a certain degree of success in 1992, based almost entirely on its 3D presentation that featured live actors as holograms appearing to rise directly out of the cabinet—because it otherwise sucked big time.

Fans of laserdisc games might want to pick up the Digital Leisure releases for their arcade-perfect translations, not to mention old news clips and/or production materials pertaining to the games thrown in as extras. But before you shell out the $29.99 for each, be advised that on anything less than a high-end DVD player (yes, this includes your PS2, unfortunately) you'll experience a half-second lag after each move, so the action isn't as fluent as it should be. You'll have to select the "Watch" option if you want that.



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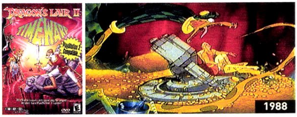

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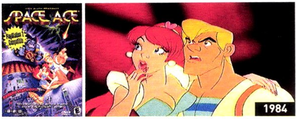

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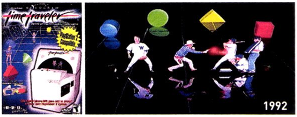

1992

Couples Who Play Together, Stay Together

Anyone who doesn't play games with a loved one is missing out—or so we've come to believe. This month we present two hardcore gamers: Kimberly, 19, and her fiance Jason, 26, from Everett, Wash. Both spend their working hours at the gaming stores they manage. Now if we can only have them hide a couple PS2s for us...

Jason's Favorites: Tekken Tag, Final Fantasy series, MGS

Kimberly's Favorites: Super Puzzle Fighter 2 Turbo, Rollcage, Guardian's Crusade

They Can't Wait For: MGS2, Silent Hill 2, The Bouncer

How did your gaming come about?

Jason: We met when we worked at different games stores. So, playing was a pretty natural thing.

Kimberly: He always came to my store. The first time he asked me out I said no. But we ended up working together. I couldn't resist.

Did you get a PS2?

Jason: Yep. We're sharing one. The launch was crazy.

Kimberly: At my store we had under 10 systems, and I was surprised by how polite everyone was.

Jason: My store was more hectic. A kid got his system stolen right outside. There was nothing we could do. I felt so horrible.

Do you guys get hit on at work?

Jason: It happens to her.

Kimberly: There are two types of guys who flirt with me. One thinks I know nothing about games—that I'm stupid. And the other thinks I'm the greatest thing in the world: a girl who knows games.

Has gaming enhanced your relationship?

Kimberly: It would be difficult if one of us wasn't into games as much as the other. But as it stands, we both love games.

What would you change about the games industry?

Kimberly: I'd like for release dates to be more accurate.

Jason: Although sequels are nice, I'm more into original concepts. I'd like if companies got away from "sequel-itis."

What about celebs in games?

Jason: It can't hurt. It's like a joke in most games. It's not really a selling point to have the King of Pop to box in Ready 2 Rumble Round 2.

Kimberly: If they aim games toward celebrities, I think it's bad. I don't want to see Ben Affleck in some Armageddon game where you have to save him at all costs.

What's your cat's name?

Kimberly: Theodore. After the Chipmunk.

Does Theodore (the cat) try to play along, or just meow annoyingly?

Kimberly: He tries, but he usually just bites the cords. Right now he's sitting on the PlayStation 2, staring at us.

Jason: It must be the humming that encourages him.

WE WANT YOU!

If you play PlayStation games with your sweetie, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. If you are lucky you may find your ugly mugs and gaming story in our magazine. If you're going to send a pic, only send duplicates; materials cannot be returned due to the volume of letters we get. Send stuff to OPM Couples c/o Ziff-Davis Media Inc., PO Box 3338, Oak Brook, IL, 60522-3338, or e-mail us:OPM@ziffdavis.com. If you're selected as the Couple of the Month you'll win a free game along with notoriety!

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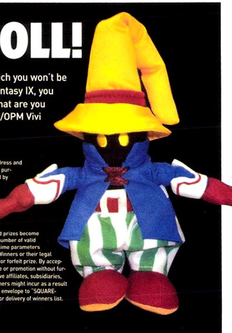
We're giving away 300 of these limited-edition Vivi dolls, which you won't be able to find in any stores anywhere! If you've played Final Fantasy IX, you know you want one. And if you haven't played FFIX—well, what are you waiting for! Just send a letter or postcard to: "SQUARESOFT/OPM Vivi Doll Giveaway," P.O. Box 28569, Santa Ana, CA 92799-8569.

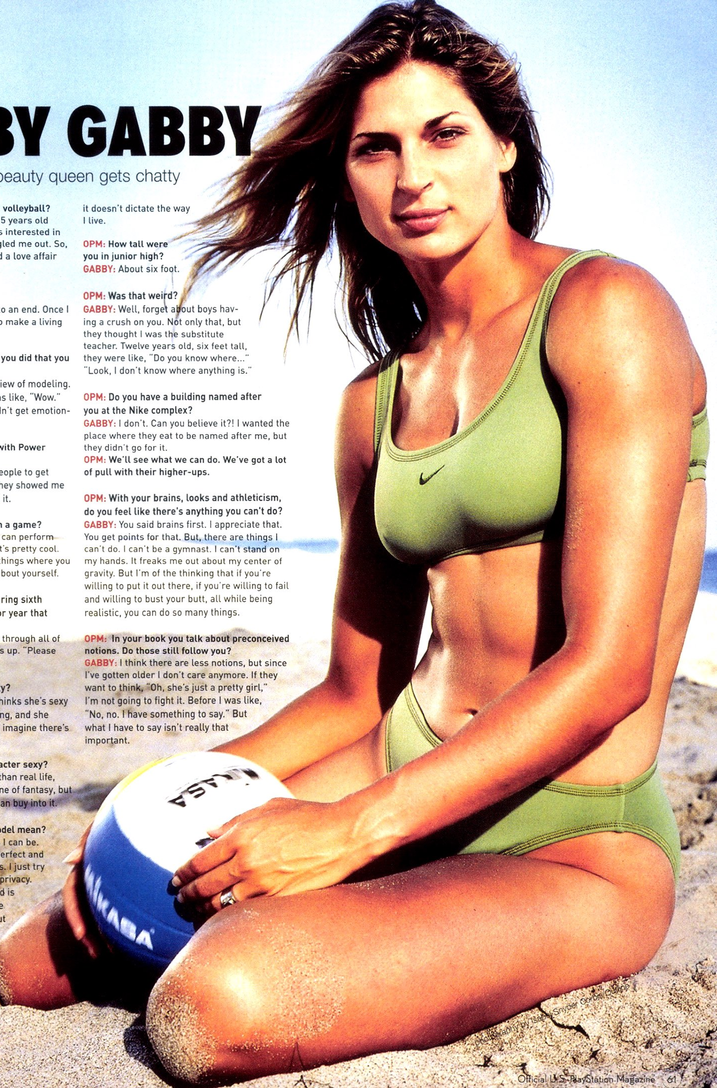


Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-sized postcard containing your name, address and phone number to "SQUARESOFT/OPM Vivi Doll Giveaway" P.O. Box 28569, Santa Ana, CA 92799-8569. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by Jan. 31, 2000. All entries become exclusive property of Squaresoft and will not be acknowledged or returned. Ziff-Davis Media Inc. and Squaresoft assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household. 2. Prizes: 300 Grand Prize winners will receive one (1) Vivi doll. Grand Prize has an approximate retail value of $10. Winners shall be determined by a random drawing of all valid entries by Squaresoft, whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States only. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff-Davis Media Inc., Squaresoft nor their respective affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "SQUARESOFT/OPM Vivi Doll Giveaway" Winners List, P.O. Box 28569, Santa Ana, CA 92799-8569. Allow 4 weeks for delivery of winners list.
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

GABBY GABBY

Beach volleyball's beauty queen gets chatty



OPM: What got you interested in volleyball?
GABBY: I was 6' 3" since I was 15 years old and it wasn't so much that I was interested in volleyball, but that coaches singled me out. So, it chose me. Since then, I've had a love affair with it.

OPM: Are you still modeling?
GABBY: Modeling was a means to an end. Once I turned professional I was able to make a living as "myself."

OPM: Is there a magazine cover you did that you favor more than another?
GABBY: I had a really practical view of modeling. My first cover impacted me. I was like, "Wow." But after that it's work, and I didn't get emotionally involved.

OPM: How did you get involved with Power Spike Pro Beach Volleyball?
GABBY: They were looking for people to get involved on the woman's side. They showed me some of the program and I liked it.

OPM: What does it mean to be in a game?
GABBY: My favorite part is that I can perform better than I can in real life. That's pretty cool. And it's nice to be involved with things where you need to have a sense of humor about yourself.

OPM: Did you ever daydream during sixth period of your high-school junior year that you'd be in a video game?
GABBY: No. I was praying to get through all of the things that time in life brings up. "Please God, let me stop being a dork."

OPM: What makes a woman sexy?
GABBY: I think when a woman thinks she's sexy and it's not an act, but a real thing, and she feels good and confident, I can't imagine there's anything hotter than that.

OPM: What makes a game character sexy?
GABBY: When it's a little better than real life, where you're teetering in the zone of fantasy, but there's enough reality that you can buy into it.

OPM: What does being a role model mean?
GABBY: I try to be as positive as I can be. But by no means do I try to be perfect and or say and do all the right things. I just try to be honest, while keeping my privacy. But who you see out in the world is really who I am. And I try to take the role-model tag seriously. But it doesn't dictate the way I live.

OPM: How tall were you in junior high?
GABBY: About six foot.

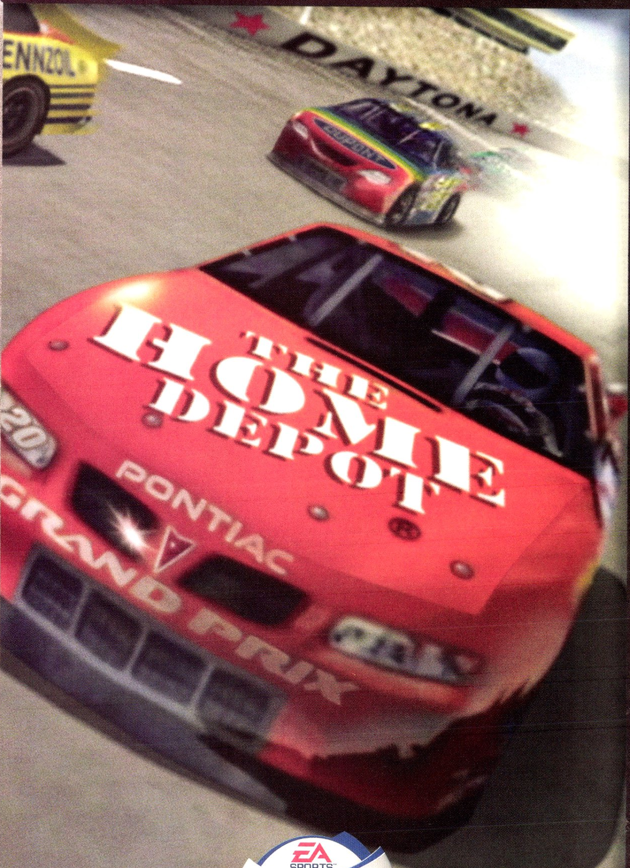
OPM: Was that weird?
GABBY: Well, forget about boys having a crush on you. Not only that, but they thought I was the substitute teacher. Twelve years old, six feet tall, they were like, "Do you know where..." "Look, I don't know where anything is."

OPM: Do you have a building named after you at the Nike complex?
GABBY: I don't. Can you believe it?! I wanted the place where they eat to be named after me, but they didn't go for it.
OPM: We'll see what we can do. We've got a lot of pull with their higher-ups.

OPM: With your brains, looks and athleticism, do you feel like there's anything you can't do?
GABBY: You said brains first. I appreciate that. You get points for that. But, there are things I can't do. I can't be a gymnast. I can't stand on my hands. It freaks me out about my center of gravity. But I'm of the thinking that if you're willing to put it out there, if you're willing to fail and willing to bust your butt, all while being realistic, you can do so many things.

OPM: In your book you talk about preconceived notions. Do those still follow you?
GABBY: I think there are less notions, but since I've gotten older I don't care anymore. If they want to think, "Oh, she's just a pretty girl," I'm not going to fight it. Before I was like, "No, no. I have something to say." But what I have to say isn't really that important.

photography by Isabel Snyder Corbis/Outline



Actual game screen.

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PlayStation 2

NASCAR

EVERYONE
E
CONTENT RATED BY
ESRB

BURNIMUS MAXIMUS RUBBERUS

WORKIN' THE HAMMER. WORKIN' THE WALL. WORKIN' YOUR WAY TO FLAG-TO-FLAG-DOMINATION. THINK YOU GOT THAT KINDA GAME?

EA SPORTS

BRING IT IF YOU GOT IT TO NASCAR® 2001. THE RACING DYNASTY FOR THIS CENTURY. NEXT CENTURY. AND THE CENTURY AFTER THAT.

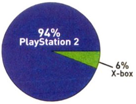
IF IT'S IN THE GAME, IT'S IN THE GAME.™

EASPORTS.COM AOL KEYWORD: EA SPORTS

Video Game Publisher Poll

Which Game System Will Own the No. 1 Market Share?

note: Nintendo Gamecube and Sega Dreamcast received 0%



Source: Forrester Research, August 2000

ZOE FLOWER

PLAYSTATION GAMES AND PUSH-UP BRAS

As a member of the video game press, I've listened to marketers drone on about the elusive and untapped "girl market," heard feminists scream for equal representation, witnessed publishers find ways to incorporate cleavage into all their ads, and interviewed game designers thoroughly confused by the entire gender issue. Alas, all the market research, media hype and heated debate has turned the once-elusive "girl gamer" into an unfortunate stereotype by definition:

- girl gamer [gh-er-L gay-mer]:

1) She who demands more "realistic" female representation and will "frag your ass" if you don't comply or believe otherwise. Can be found ranting in various female-only newsgroups on the Internet, or competing in Quake competitions for a new pair of army boots. [Also see "grrl gamer"]

2) She who is spoon-fed pink fluffy games but would rather use PlayStation as a bookend. Can be found shopping for a new push-up bra after fighting with her boyfriend, who was caught drooling over Lara's "guns." [Also see "girlie gamer"]

As a girl who has quietly played video games all her life, I find the entire "girl gamer" concept annoying. Go ahead and "frag my ass," but I don't need more feminine characters to relate to.

Games have always represented a form of escapism. They require some imagination to believe in a pixelated fantasy, whether it's Pong or Metal Gear Solid. This is how I can relate just as well to the plight of Crash Bandicoot and Spider-Man as I can to Aya Brea and Lara Croft (perhaps Spidey more than Lara). How realistic do we need to be? I don't want to play as a slightly overweight divorced renegade librarian who seeks anti-cellulite power-ups and battles an end boss for alimony payments.

As for the cotton-candy games for girls, it's time for publishers to wake up and smell the imposter perfume. No matter how cutesy and sweet the content is, no amount of Barbie or Mary-Kate and Ashley will bring females into the market until we change the negative social connotation attached to video games.

Growing up as the only girl in the arcade, I know better than any market researcher or game publisher what issues come into play. But don't listen to me, because I'm not supposed to exist. I defy definition simply because I enjoy my PlayStation and my push-up bra at the same time.

On behalf of those of us who "don't really exist," please drop the girl from "girl gamer" and let us get on with playing just like everyone else.

Zoe Flower is a presenter and producer for the Canadian TV show *Electric Playground*. She also is a designer for the show's Web site www.elecplay.com. And she occasionally wears push-up bras.

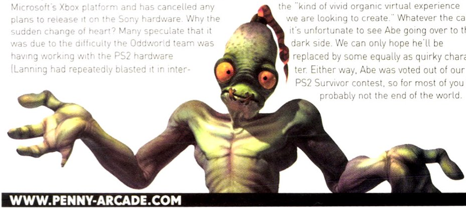
3DO'S NEW BABE

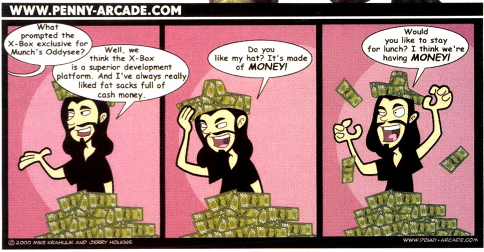
Former Playboy Playmate of the Year assumes new role as Vicky

At a special event hosted inside the San Francisco FAO Schwarz, 3DO unveiled a whole slew of new games for the PS2. Some appeared to be early in development, while others were already looking quite good. Still, all eyes were fixated on former Playboy Playmate of the Year Heather Kozar, who assumed the role of stunning news reporter Vicky Grimm (known from Sarge's Heroes). Vicky stars in hew own new game called Portal Runner, in which she battles her way through missions in order to get back home. Other new PS2 games on display at the event included WDL: War Jetz, High Heat Baseball 2002, Heroes of Might & Magic, Sarge's Heroes 2 and Air Attack 2. Look for previews of these 3DO games in the months to come.

Abe Can't Get in Touch With Emotion Engine

Bad news, Oddworld fans: Abe will no longer be wreaking havoc on the PS2. Developer Oddworld Inhabitants, headed up by the very vocal Lorne Lanning, has decided to bring its franchise over to Microsoft's Xbox platform and has cancelled any plans to release it on the Sony hardware. Why the sudden change of heart? Many speculate that it was due to the difficulty the Oddworld team was having working with the PS2 hardware (Lanning had repeatedly blasted it in interviews). Others, like our friends who create the Penny Arcade comic below, have hinted at other reasons. However, Lanning claims that it was due to the Xbox's technology being more in line to deliver the "kind of vivid organic virtual experience we are looking to create." Whatever the case, it's unfortunate to see Abe going over to the dark side. We can only hope he'll be replaced by some equally as quirky character. Either way, Abe was voted out of our PS2 Survivor contest, so for most of you it's probably not the end of the world.




WWW.PENNY-ARCADE.COM
What prompted the X-Box exclusive for Munch's Oddysee?
Well, we think the X-Box is a superior development platform. And I've always really liked fat sacks full of cash money.
Do you like my hat? It's made of MONEY!
Would you like to stay for lunch? I think we're having MONEY!
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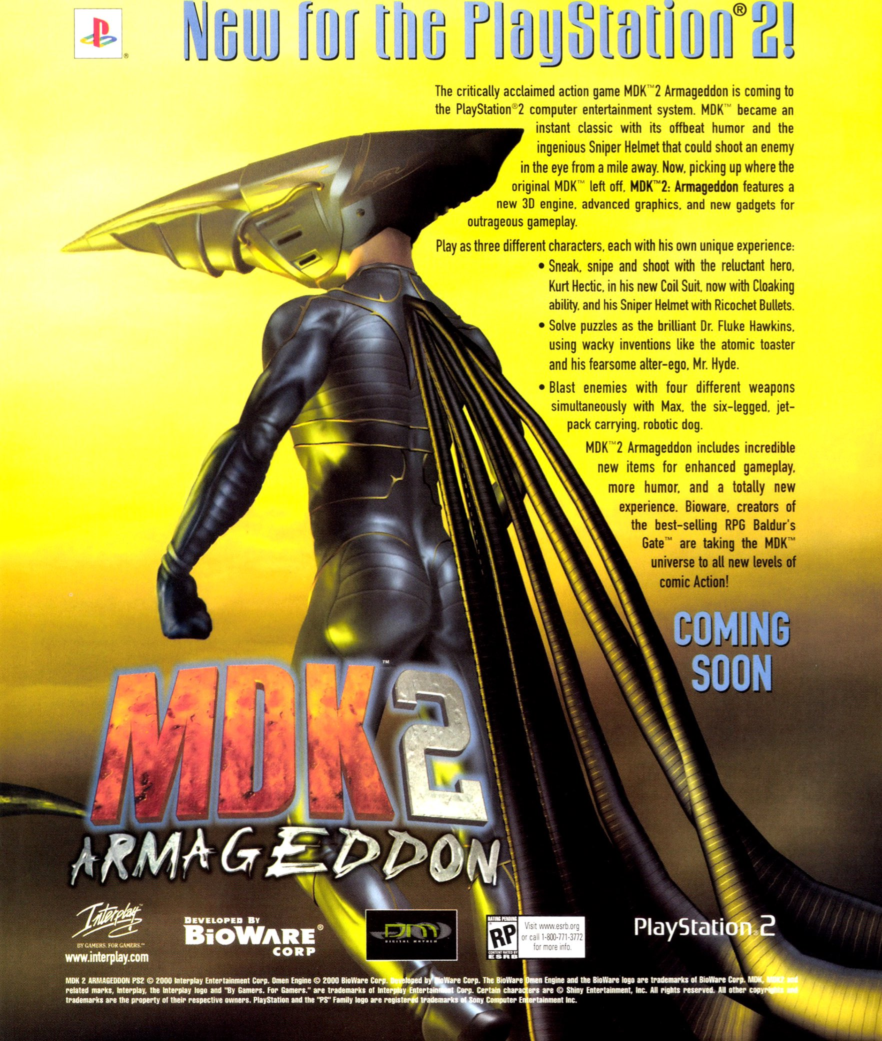

New for the PlayStation®2!

The critically acclaimed action game MDK™2 Armageddon is coming to the PlayStation®2 computer entertainment system. MDK™ became an instant classic with its offbeat humor and the ingenious Sniper Helmet that could shoot an enemy in the eye from a mile away. Now, picking up where the original MDK™ left off, **MDK™2: Armageddon** features a new 3D engine, advanced graphics, and new gadgets for outrageous gameplay.

Play as three different characters, each with his own unique experience:

- Sneak, snipe and shoot with the reluctant hero, Kurt Hectic, in his new Coil Suit, now with Cloaking ability, and his Sniper Helmet with Ricochet Bullets.
- Solve puzzles as the brilliant Dr. Fluke Hawkins, using wacky inventions like the atomic toaster and his fearsome alter-ego, Mr. Hyde.
- Blast enemies with four different weapons simultaneously with Max, the six-legged, jet-pack carrying, robotic dog.

MDK™2 Armageddon includes incredible new items for enhanced gameplay, more humor, and a totally new experience. Bioware, creators of the best-selling RPG Baldur's Gate™ are taking the MDK™ universe to all new levels of comic Action!

COMING SOON

MDK™ 2 ARMAGEDDON

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PlayStation®2

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PS2
PS2
KRAHULIK

Last-Minute HOLIDAY BUYER'S GUIDE

IT'S DECEMBER 12TH. WHAT WERE YOU SUPPOSED TO REMEMBER ABOUT THIS MONTH? YOU'VE ALREADY STOCKED UP ON ROCK SALT... PICKED UP EXTRA WOOD FOR THE FIRE...OH, CRAP, PRESENTS! YOU FORGOT THE PRESENTS! WELL, NEVER FEAR, PROCRASTINATOR: WE HAVE THE PERFECT GIFT LIST FOR YOU. WE'VE EVEN THROWN IN OUR RATINGS, AND THE AVERAGE PRICE. JUST FOR YOU. YOU LAZY BASTARD.

Simply scan these handily organized categories to find the perfect gift for the person who...

...WAS LUCKY ENOUGH TO GET A **PS2**

Madden NFL 2001

EA Sports, $50 ●●●●◖

As far as realism in sports games goes, it really doesn't g much better than this. Though the game has a few minor flaws in comparison to the PS one version, the Madden Cards and gorgeous graphics make up for it.

Smuggler's Run

Rockstar, $50 ●●●●◖

The incredible sight distance and super-tight engine make this a great showcase for the system. Oh yeah, and there's hell of a game in there, too. Immense off-road levels filled with angry cops and bone-jarring drops? Start it up.

SSX

EA Sports, $50 ●●●●●

The first time you leap off a cliff on one of the enormous courses in this snowboarding game and see all of Creation spread out below you, you'll know why the PlayStation 2 exists. Lots to see, lots to do, lots and lots of replayability.

CHAMPIONSHIP Surfer™

www.championshipsurfer.com

O'NEILL
O'NEILL

INSERT COIN

Tekken Tag Tournament

Namco, $50 ●●●●◖

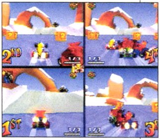
This PlayStation flagship fighting game makes the leap to PS2 with astounding grace, including all your favorite characters (and then some!), four-player action and even a full-scale tag-bowling "minigame." Madness!

TimeSplitters

Eidos, $50 ●●●●●

This first-person shooter has some of the fastest, smoothest and best multiplayer action you'll find on any system, loads of great weapons and the ability to design your own levels. And it was "rushed." Sheesh.

...HAS LOTS OF FRIENDS (AND A MULTI-TAP)



Crash Team Racing

Sony CEA, $20 ●●●●●

Sure, it's derivative of Mario Kart. Who cares? You sure won't when your friend invites you over for some four-way competition. Great graphics, a great engine, and a surprising amount of depth mark this exemplary kart racer.

Hot Shots Golf

Sony CEA, $20 ●●●●

The inclusion of a full mini-golf course gives this one a slight edge over Hot Shots 2 (and it's cheaper, too!), but either is a solid bet. Any game that includes commands that let you heckle your opponents is fine in our book!

Micro Maniacs

Codemasters, $40 ●●●●

Though the multiplayer mode on this one may be an acquired taste, we found the cutthroat competition to be an utter blast. Plus, the graphics are great and there are tons—seriously, *tons*—of levels.

WWF SmackDown! 2: Know Your Role

THQ, $40 ●●●●●

What? A wrestling game as the centerpiece of a wholesome get-together? Sure! Nothing's better for healthy communication than to pile-drive a loved one's alter-ego through a wooden table! It's not just for wrestling fans.

You Don't Know Jack!

Berkeley Systems, $20 ●●●●◖

Be very, very careful not to get the awful sequel to this fantastic trivia game. Make the right choice and you'll be treated to thousands of hysterical and thought-provoking questions, delivered by a wonderfully sarcastic host.

...HAS TOO MUCH FREE TIME

Final Fantasy IX

Square EA, $40 ●●●●●

This really is the pinnacle of Square's role-playing game efforts. Not only do you have an engrossing story, memorable characters and great writing, you've got loads and loads of time-consuming minigames.

Change weapon
Counter
AP12

Front Mission 3

Square EA, $40 ●●●●◖

FM3 is one of the great entries into the strategy/RPG genre, with enough campaigns, futuristic mechs and options to make your head spin. For more traditional RPG fare, we recommend the similar Final Fantasy Tactics.

MTV Music Generator

Codemasters, $30 ●●●●

This is the only product of its kind on the PS one: a fully functional, honest-to-God electronic music studio. Though the interface is awfully time-consuming, this program is remarkably powerful. The perfect gift for the budding musician.

RPG Maker

Agetec, $40 ●●●●◖

What MTV Music Generator is to musicians, RPG Maker is to fans of role-playing games. Create your own RPG from scratch, write your own story, build your own characters, and then let your friends play. But be prepared for a serious time investment.

Star Ocean: The 2nd Story

Sony CEA $40 ●●●●◖

At first glance this may appear to be a standard (though definitely above-average) console RPG, but get this: The game has 80 (that's *eighty*) different endings, plus scads of skills to become proficient in, like, say, cooking.

...HAS TOO LITTLE FREE TIME

Metal Gear Solid VR Missions

Konami, $40 ●●●●

Does your loved one want to get to know gaming's most bad-ass badass, but doesn't have the time? He or she can join up with Solid Snake for over 100 mini-adventures employing stealth, cunning and wits.

DEPTH
RECORD

Mr. Driller

Namco, $20 ●●●●◖

Seldom has any mascot captured the hearts of the *OPM* staff like the diminutive spelunking hero of this madly addictive puzzle game. Easy to learn, difficult to master, it's a great game to kill time between meals and, like, sleep.

Resident Evil 2 Dual Shock

Capcom, $20 ●●●●●

This classic, spooky adventure game, like many "survival horror" games, is enthralling without being too time-consuming; you can complete it in under 10 hours. Other solid, similar choices include Parasite Eve and Dino Crisis.

Spider-Man

Activision, $40 ●●●●●

Tune in, true believers, for the greatest comic book adaptation to hit the PlayStation. You'll guide Spidey as he web-slings his way around New York in a free-roaming 3D adventure. Our biggest complaint was that it can be beat in six hours—perfect!

Tony Hawk's Pro Skater 2

Activision, $40 ●●●●◖

You don't have to be a skater to have a blast with high-flying Tony Hawk. In fact, the huge selection of bite-sized mission objectives for each game is perfect for anyone who likes to conquer his/her games a little bit at a time.

..."DOESN'T PLAY VIDEO GAMES"

Bust-A-Move 4

Natsume, $20 ●●●●

This puzzle game is so remarkably simple that anyone can pick it up and get into it quickly—the trouble is putting it down! Even those with the most skeptical approach to gaming will find themselves whiling away the hours in puzzle bliss.

Crash Bandicoot: WARPED

Sony CEA, $20 ●●●●●

Though this whimsical, cartoonish title is deep enough to prove riveting to even the most hardened platform game freak, the presentation, variety and simplicity appeals to anyone who likes anything that's fun. That's everyone.

Oddworld: Abe's Oddysee

GT Interactive, $20 ●●●●

The Oddworld games were designed specifically with the non-gamer in mind, so these platform/puzzle games are remarkably accessible and endlessly entertaining. Plus, Abe is so endearing that you just can't tear yourself away.

Money money money
is all you need

PaRappa the Rapper

Sony CEA, $35 ●●●●●

Take a two-dimensional, paper-cutout, rapping canine, place him in a three-dimensional environment, add simple timing-based gameplay and some of the catchiest tunes ever written, and you've got a hit for fans of the whimsical.

Spyro: Year of the Dragon

Sony CEA, $40 ●●●●●

Spyro, the adorable little purple dragon, is the star of this simple, addictive platform game. A ton of minigames and short quests keep players coming back for more, and the "cute" factor is simply through the roof.

...WEARS SPORTS-THEMED UNDERWEAR

FIFA 2001 Major League Soccer

EA Sports, $40 ●●●●◖

For the worldly sports fan, nothing beats FIFA soccer, and this year's version is the best yet. Computer-controlled players behave as they should, and the controls have been tightened so as to make the game a joy to play. Goooooaaaalll!

Madden NFL 2001

EA Sports, $30 ●●●●●

The PS one counterpart to the excellent PS2 game is even more realistic—in content if not graphical presentation. With all the depth of the real NFL, you'll be able to helm your own team as you work to create a legacy for the ages.

AS SEEN ON TV
Unreal™
TOURNAMENT
ALSO GOO
100 HEAVY-DUTY STAPLES
MATURE
M
CONTENT RATED BY ESRB
Animated Violence
Animated Blood and Gore
SECRET LEVEL
Dreamcast™
PlayStation®2

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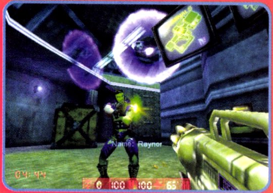
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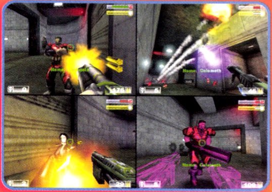
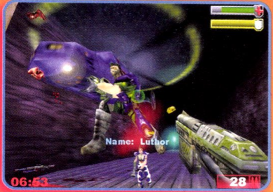
Get up close and personal in the first-person perspective with over 10 weapons of destruction! Screenshots are from the PlayStation®2 system.



Go online with up to 8 players on your Sega Dreamcast™, play 2- or 4-player split screen, or network 2 PlayStation®2's systems with i.LINK™.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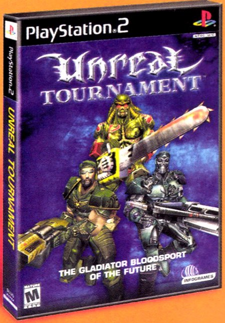
28

Experience dazzling graphics and a multitude of maps and weapons – all in a frame rate so fast it's Unreal.

Unreal™ Tournament's fast and furious, single and multiplayer experience comes to life on PlayStation®2 computer entertainment system and Sega Dreamcast.™ Lead your team of virtual teammates against the deadliest gladiators in the galaxy. Mind-blowing realistic 3D graphics. High-octane game-play. Totally Unreal combat action. Just be sure not to lose your head.


PlayStation 2
Unreal Tournament
THE GLADIATOR BLOODSPORT OF THE FUTURE
INFOGRAMES

Quick HITS

For the Comic Fan
DO GET: Spider-Man
DON'T GET: any Batman game

Holiday Movie Fix
DO GET: The Emperor's New Groove
DON'T GET: The Grinch

Appetite for Destruction
DO GET: Destruction Derby Raw
DON'T GET: Rampage Through Time

Vehicular Combat
DO GET: Twisted Metal 1 or 2, V8, Rogue Trip
DON'T GET: Twisted Metal 3 or 4

Game-Show Games
DO GET: You Don't Know Jack!, Jeopardy!
DON'T GET: You Don't Know Jack Mock 2

Puzzlers
DO GET: Mr. Driller, Mr. Domino, Devil Dice
DON'T GET: Spin Jam

Only 10 Bucks!
DO GET: Pro Pinball, Ball Breakers
DON'T GET: Spec Ops: Stealth Patrol

Prehistoric Fun
DO GET: Dino Crisis, Dino Crisis 2
DON'T GET: any Jurassic Park game

Catch 'em All
DO GET: Monster Rancher 1 or 2
DON'T GET: Digimon World

Running From the Law
DO GET: Driver 1 or 2
DON'T GET: Felony 11-79 or Runabout 2

Shoot Stuff
DO GET: either Medal of Honor, Quake II
DON'T GET: Armorines

NBA Live 2001

EA Sports, $40 ●●●●

For the basketball fan, it doesn't get any better than this year's version of NBA Live. Like EA's Madden franchise, the game is all about realism, but they haven't forgotten the pure fun of the game. It's nearly nothing but net.

NFL Blitz 2000

Midway, $30 ●●●●●

This version of Blitz is definitely the best of the three. Though this ultra-arcadey football game is far from realistic, the four-player action and unbeatable intensity should appeal to sports fans anyway—and anyone else, to boot!

NHL 2001

EA Sports, $40 ●●●●

After struggling a bit with the proper balance of speed and realism, EA Sports finally got it just right with NHL 2001. The game calls to mind the glory of NHL's Genesis days, with the perfect complement of modern graphics and frills.

...LIKES TO DRIVE REALLY, REALLY FAST

Colin McRae Rally 2.0

Codemasters, $30 ●●●●●

This is without question the greatest rally game ever to grace the PlayStation. The most important element for a game like this—the "feel" and handling of the cars—is absolutely perfect. Check out this month's Reviews for further details.

Driver 2

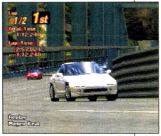
Infogrames, $40 ●●●●

This may not be a racing game, but its dead-on physics engine should appeal to any auto fan. It was hard for us to choose between this game and the original Driver, but we picked 2 for its more realistic cities and two-player mode.

Gran Turismo 2

Sony CEA, $20 ●●●●●

This is the ultimate game for car freaks. It packs over 500 real-life vehicles into an engine that features one of the most realistic physics models ever seen in a game. It may be buggy, but geez—500 cars! Who cares?



Need for Speed: High Stakes

Electronic Arts, $25 ●●●●◖

This is the most polished and deep entry in the venerable Need for Speed franchise, with loads of tracks, a selection of top-of-the-line sports cars, and even the opportunity to put on a badge and chase down speeding miscreants.

Sled Storm

Electronic Arts, $30 ●●●●

OK, so it's not a car-racing game, but it is a remarkably solid and entertaining racer nonetheless. You'll take to the snowy tracks of mountainous courses in a powerful snowmobile, and even compete in Sno-Cross tournaments.

...JUST LIKES SHOOTING THINGS

G.Darius

THQ, $35 ●●●●

Though we'd recommend R-Type Delta over this game to any fan of side-scrolling shooters, it's apparently out of print. If you find it, grab it; otherwise check out the almost-every-bit-as-good G.Darius—just watch out for the fish.

Medal of Honor Underground

EA Games, $40

●●●●

Perfect for history buffs and *Saving Private Ryan* fans alike, this first-person shooter puts you in the role of a member of the French Resistance during World War II. It *is* violent, but this violence is only for the sake of historical accuracy. Seriously.

Quake II

Activision, $30 ●●●●

Though this long-running classic was supplanted on the PC by Quake III Arena, it still holds a special, blood-soaked place in the hearts of first-person shooter fans everywhere. The PS one version was a remarkably faithful translation.

Star Trek Invasion

Activision, $40 ●●●●◖

If you're not a Trek fan, you'd be almost as well off buying the cheaper Colony Wars for your space-combat fix. But for those who live and breathe Star Trek this is a dream come true: a chance to fight side by side with the Enterprise.

Twisted Metal II

Sony CEA, $20 **N/A**

This game of vehicular combat came out nearly a year before our very first issue...and is still almost universally recognized as the best entry in the car-combat genre. We're all praying Twisted Metal: Black will bring back this glory.

...LIKES TO SLEEP WITH THE LIGHTS ON

Alien Resurrection

Fox, $30 ●●●

Though this game wasn't rated as highly as most of the others in this guide, that's mainly because of the insane level of difficulty. In terms of atmosphere, it's a tour-de-force—creepy enough to scare the pants off anyone.

Dino Crisis

Capcom, $30 ●●●●

Dino Crisis 2 may actually be a better game overall, but the original is still scarier. You may not have found *Jurassic Park* to be a terrifying experience, but imagine actually living it. Would *you* want to go two out of three with a T-Rex?

Parasite Eve

Square EA, $20 ●●●●

Though this may fall more under the heading of "creepy" than truly terrifying, the gorgeously rendered cutscenes featuring the horrible mutation of previously harmless animals provoke images that will stick with you. Trust us.

Resident Evil: Director's Cut

Capcom, $20 ●●●

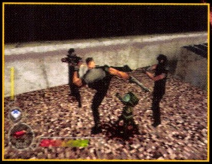
This game got lower marks for a mix-up that made it not an actual "director's cut" at all. But it contains the original Resident Evil, and few games have managed to achieve the same feeling of pure dread as this survival horror classic.

The power of an immortal...
The soul of a human...
The heart of a hero.

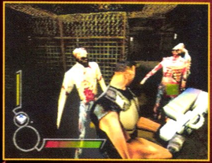
BLADE
PlayStation
MATURE
M
ESRB
MARVEL
ACTIVISION

BLADE™

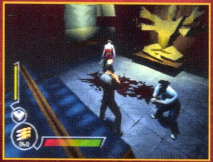
YOU'VE SEEN THE MOVIE—NOW LIVE THE LIFE OF THE DAYWALKER.



Live the film
Defeat vampires, zombies, cop collaborators, and more of the movie's netherworld.



Ammo, baby!
Eliminate evil using guns, knives, grenades, fists, feet... and of course, swords.



Gothic 3-D locations
Backdrops for battle include Chinatown, sewers and the Gothic City Museum.

PlayStation

GAME BOY COLOR

HAL CORPORATION

HAMMERHEAD

MARVEL
www.marvel.com

ACTIVISION
www.activision.com

PRODUCTS RANGE FROM TEEN TO MATURE
T-M
CONTENT RATED BY ESRB

Animated Blood and Gore
Animated Violence

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Silent Hill

Konami, $20 ●●●●

Now *this* is the stuff that nightmares are made of. This survival horror adventure, set in a town filled with dense fog, creepy noises and shuffling little child-monsters with knives, will keep your skin prickling far into the night.

...IS STILL STUCK IN THE '80S

Arcade Party Pak

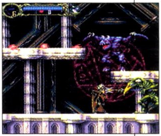
Midway, $20 ●●●◖

This collection of old-school games may be a bit hard to find, but it's worth hunting down for anyone who spent time in arcades during the '80s. Classics like 720 and Smash TV show you don't need fancy graphics to make a great game.

Asteroids

Activision, $20 ●●●◖

Of the recent trend of resurrected games, Asteroids is a surprisingly deft update of a timeless classic. The game adds next-gen graphics and extra modes without sacrificing any of the simplicity and charm of the original title.



Castlevania: Symphony of the Night

Konami, $20 ●●●●●

This was hailed by some as the best game of 1997—which is surprising, considering its basic gameplay dates back to the late '80s. But a huge quest and wonderfully updated 2D graphics make it as involving today as it was 10 years ago.

Namco Museum Vol. 3

Namco, $20 ●●●◖

Ms. Pac-Man, Galaxian, Dig Dug and Pole Position: some of the greatest arcade games of the '80s, all on one disc, with enough supplemental material and game history to keep the fires of nostalgia burning. What's not to love?

Pac-Man World

Namco, $30 ●●●●

Here's another surprisingly solid update to a classic game. Join Pac-Man as he journeys through a beautiful 3D world in a simple, yet deep platform adventure featuring all the elements of the original: ghosts, power pellets and all.

...WANTS TO RULE THE WORLD

Civilization II

Activision, $20 ●●●●◖

When it comes to delusions of grandeur, few games satisfy that megalomanical urge like Civ II, in which you guide humanity from the Stone Age to the Space Age and beyond. It's incredibly time-consuming, but equally rewarding.

Command & Conquer: Red Alert

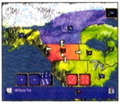
Electronic Arts, $30 ●●●◖

This update to the game that all but gave birth to the real-time strategy genre may be a bit more challenging without a mouse, but it's no less of a power trip. There's nothing like watching centimeter-high soldiers fight for their lives.

Hogs of War

Infogrames, $35 ●●●●

A truly unusual take on turn-based strategy. You control squads of porcine combatants, maneuvering them one by one into position and trying to take out the enemy swine with an array of powerful and unusual weapons.



Risk

Hasbro Interactive, $20 ●●●●

You may have a hard time finding this, since it seems to be out of print, but it's well worth cruising the bargain bins for. The disc includes both the original rules and a new version of the classic board game that adds a bit more depth.

Worms Armageddon

Hasbro Interactive, $35 ●●●◖

This 2D turn-based strategy game, which inspired the 3D Hogs of War, equips teams of angry annelids with far-too-powerful weaponry with which to blast each other into oblivion. It's an odd concept, but it works. Really.

...JUST GOT A PS ONE

Ape Escape

Sony CEA, $20 ●●●●●

Consider giving all the games in this category as a package gift; you'll spend $100 for five of the greatest PS one games available. Ape Escape, for example, uses the controller in new and innovative ways, and is a blast to play, besides.

Final Fantasy VIII

Square EA, $20 ●●●●●

A must for any RPG fan's library. It's the most realistic-looking Final Fantasy, and if it's not quite up to the incomparable standard of Final Fantasy IX, the cheaper price makes up for it. This and FF7 are great intros to RPGs.

Metal Gear Solid

Konami, $20 ●●●●●

MGS is still considered by many to be the greatest PS one game available. It features an epic, cinematic story (with a moral, no less!) a charismatic hero, and some of the most innovative gameplay you'll find anywhere. Simply great.

Tekken 3

Namco, $20 ●●●●●

Unless you're a 2D-fighter fiend, you'll recognize T3 as the best fighting game on the PS one. The controls are intuitive enough that anyone can pick up and play, but the engine is unbelievably deep once you really start to get into it.

Tony Hawk's Pro Skater

Activision, $20 ●●●●◖

This game, like its sequel, is not just for skaters—anyone who picks the game up will have a blast with it. (We've seen it happen!) THPS features great level design, a robust and sensible trick system, and a killer soundtrack.

Snip-n-Shop CHECKLIST

PS2

☐ Madden NFL 2001
☐ Smuggler's Run
☐ SSX
☐ Tekken Tag Tournament
☐ TimeSplitters

MULTIPLAYER

☐ Crash Team Racing
☐ Hot Shots Golf
☐ Micro Maniacs
☐ WWF SmackDown! 2
☐ You Don't Know Jack!

TIME KILLERS

☐ Final Fantasy IX
☐ Front Mission 3
☐ MTV Music Generator
☐ RPG Maker
☐ Star Ocean: The 2nd Story

QUICK FIXES

☐ MGS VR Missions
☐ Mr. Driller
☐ Resident Evil 2 Dual Shock
☐ Spider-Man
☐ Tony Hawk's Pro Skater 2

GAME SKEPTICS

☐ Bust-A-Move 4
☐ Crash Bandicoot: WARPED
☐ Oddworld: Abe's Oddysee
☐ PaRappa the Rapper
☐ Spyro: Year of the Dragon

SPORTS FREAKS

☐ FIFA 2001 MLS
☐ Madden NFL 2001
☐ NBA Live 2001
☐ NFL Blitz 2000
☐ NHL 2001

RACING FIENDS

☐ Colin McRae Rally 2.0
☐ Driver 2
☐ Gran Turismo 2
☐ Need for Speed: HS
☐ Sled Storm

SHOOTERS

☐ G.Darius
☐ Medal of Honor Underground
☐ Quake II
☐ Star Trek Invasion
☐ Twisted Metal II

FRIGHT-FESTS

☐ Alien Resurrection
☐ Dino Crisis
☐ Parasite Eve
☐ Resident Evil Director's Cut
☐ Silent Hill

RETRO

☐ Arcade Party Pak
☐ Asteroids
☐ Castlevania: Symphony of the Night
☐ Namco Museum Vol. 3
☐ Pac-Man World

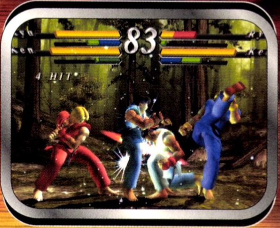
MEGALOMANIA

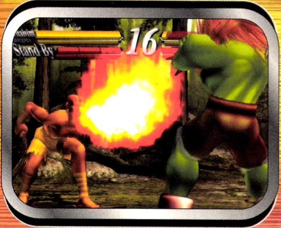
☐ Civilization II
☐ Command & Conquer: Red Alert
☐ Hogs of War
☐ Risk
☐ Worms Armageddon

PS one PRIMER

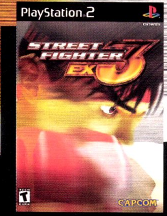
☐ Ape Escape
☐ Final Fantasy VIII
☐ Metal Gear Solid
☐ Tekken 3
☐ Tony Hawk's Pro Skater

STREET FIGHTER® EX3





Capcom's legendary fighting series heralds a new generation of games in Street Fighter EX3. Awe-inspiring realism and unbelievable graphics bring the world of Street Fighter to life in this amazing tag-team free-for-all. Choose from 16 characters to play 1-on-1, 2-on-1 and even 1-on-3 battles!



TEEN T CONTENT RATED BY ESRB

ANIMATED VIOLENCE

PlayStation®2

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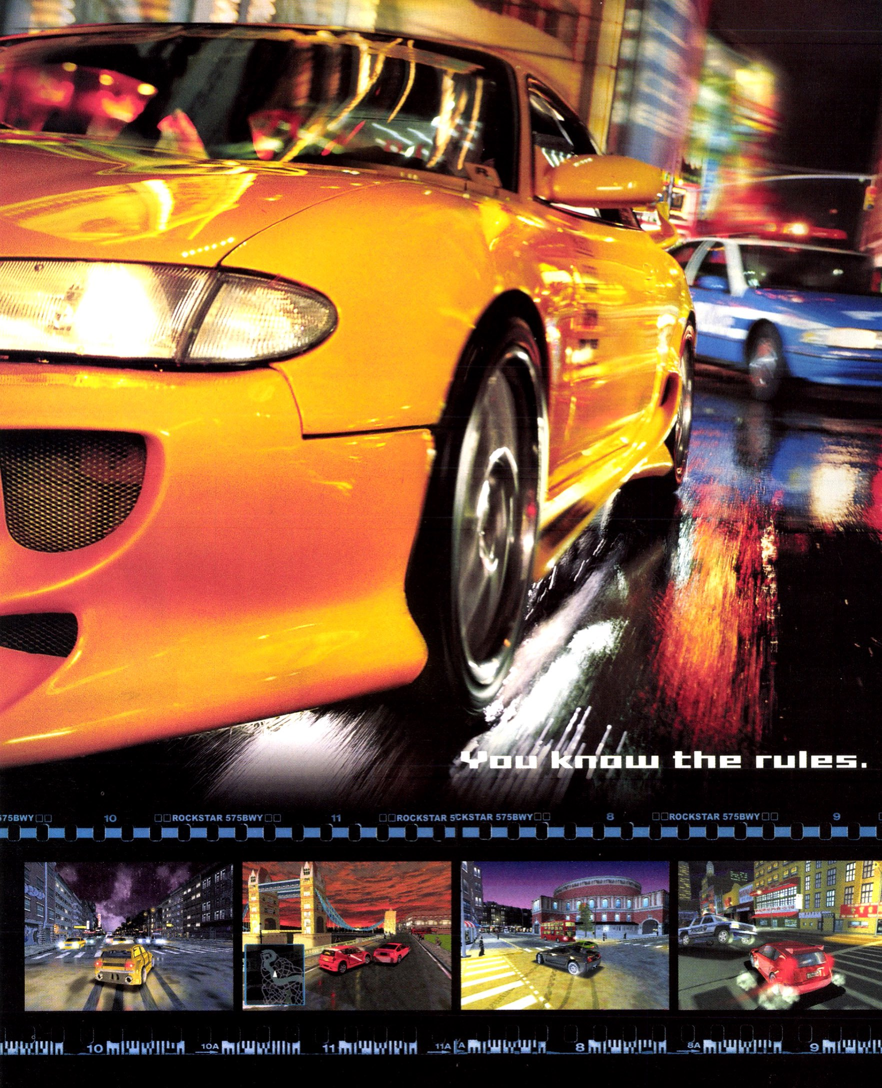
You know the rules.
575BWY
10
ROCKSTAR 575BWY
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ROCKSTAR 5CKSTAR 575BWY
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ROCKSTAR 575BWY
9
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11A
A
8
8A
9

PlayStation®2

湾岸 MIDNIGHT CLUB
STREET RACING

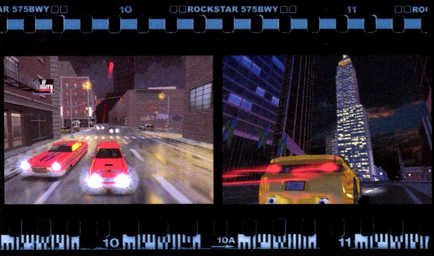
In secret gatherings around the world a mysterious group of urban street racers, known as the Midnight Club, race for pride, power and glory in sleekly customized, tricked-out sports cars. Speeding through crowded streets, running red lights, terrorizing pedestrians, driving on sidewalks and outrunning the cops are just the basics for the "Midnight Club".

- Racing action in two accurately modeled cities on both sides of the Atlantic - New York and London!
- 17 different performance enhanced cars to race - concept prototypes, foreign sports cars, muscle cars and pickup trucks.
- Play in a persistent world - with interactive traffic, pedestrians and law enforcement.
- Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.
- Winning cars are tuned up with equipment from street-racing specialists such as Dimmer, VeilSide, Zender, Neuspeed, Wings West and more....

"an amazing sense of reality....one of several must-haves for PS2 launch"
- Gamer's Republic, Sept 2000

"an exhilarating experience, one that you'd expect to get from the latest Hollywood big budget chase scene, Rather than a console racing game"
- Next Generation, June 2000

There are no rules.



www.rockstargames.com/midnightclub

Cutting edge soundtrack from some of the world's leading techno/drum and bass artists- Dom and Roland, Derrick May and Surgeon

Angel Studios counterbalance

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TEEN T CONTENT RATED BY ESRB Animated Violence

R★

Clish MacLaver Gossip Gossip

GOSSIP, RUMOR AND SCANDAL. GAMING'S BIGGEST SECRETS DUG UP AND SERVED WITH GRAVY

I've been working the scene like a mad thing for the past month and I've managed to dig up all kinds of goodies. As ever, most of this is stuff that no one is prepared to say "on the record," but I'm certain that all my information is accurate. There are some exciting things afoot…especially for PlayStation 2.

SNAKE WON'T BE HANGING OUT WITH ZOE

It seems that those of you looking forward to the U.S. release of Z.O.E. because of the possible inclusion of a playable Metal Gear Solid 2 demo are going to be disappointed. I can't confirm this absolutely and positively, but while swigging back some ales with my Konami spy, there was some talk of how the recent FTC report had helped change the whole strategy on this front. The demo will still be on the Japanese version of the game, I understand, but because Z.O.E. is likely to be rated "T" here in the States, the team doesn't want to include a demo of an M-rated game. Why not just do some kind of demo that's been tailored for a "T" market, then? In the movies we get trailers for R-rated films that have been edited for content, so what would be the difference? Such are the joys of being constantly scrutinized, I guess.

SYPHON FILTER

I was hanging out with the guy who writes Quartermann for *Electronic Gaming Monthly* at a party the other week and we stumbled into a heated conversation that concerned the fates of a number of well-known franchises. It seems the third Syphon Filter is the center of some considerable debate at the moment, as the team decides which direction to take it. There's some pressure to try to outdo Metal Gear once and for all. New development boss Shuhei Yoshida seems to have a very different attitude to getting games out, and it appears that we will no longer see the same old crap dumped into stores every year. Syphon Filter is being treated with such care and attention that: a) it may not be out for at least another year; and b) it almost certainly won't be called Syphon Filter 3. In an attempt to revitalize the game, you can expect Sony to go with a subtitle like they have with Twisted Metal: Black.

WARHAWK???

Same party, same conversation—but I feel this is so significant I had to give it to you as a separate story. Absolutely no one I've talked to, trapped or pinned down will go on the record and admit there's a new Warhawk game in development. Sony reps claim that the only reason it's being rumored is because it was listed in a presentation at a Sony press event as being something produced by the guys who are now working on Twisted Metal: Black. My drunken friends indicated otherwise, though, and were enthusing wildly about the opportunities the game would enjoy on PS2. I guess this doesn't necessarily mean that it's happening, but at least there's a possibility.

MEDAL OF HONOR CONTINUES ON PS2

Medal of Honor Underground will almost certainly be the last game we see in the series on PS one. The next release will very likely be a PC version of Underground, followed next year by a completely new game developed specifically for PS2. My contacts at EA and DreamWorks are hinting that the new game will be much closer to Spielberg's original brief than any of the others. While it maintains the "bigger picture" elements of previous games (the series is a bunch of different stories that all intertwine), we can almost certainly expect some spectacular action sequences to go along with all that sneaking about. Although not particularly publicized at the time, DreamWorks' original idea for Medal of Honor was that it would be the video game tie-in with *Saving Private Ryan*.

While we'll never actually see a "game of the movie," there are rumors that characters such as Tom Hanks' Captain John Miller, Matt Damon's James Ryan and even Giovanni Ribisi's Irwin Wade will make some kind of appearance in future games. These actors might not necessarily provide the voices, but the Medal of Honor storyline is rumored to acknowledge the events of the movie, and will incorporate the timeline into its own.

WHAT'S ALL THIS CRAP ABOUT SEGA DOING PS2 GAMES?

So are they or aren't they? Rumors are flying around left, right and center, and no matter whom we ask, no one seems prepared to give us a straight answer. For the longest time it looked as if Sega had struck a deal with Acclaim to help port some of the bigger franchises to PS2. Crazy Taxi is allegedly kicking around in playable form at one of Acclaim's studios. Now that Sega has made its announcements about becoming a "network game provider," though, it appears that things have changed. Although still refusing to acknowledge that the Dreamcast's days are numbered, the gaming giant *has* acknowledged that its games brands are stronger than its system, and that it needs to think differently if it's going to make lots of money. Sega has already struck a deal with Nintendo to do Game Boy games, and this looks likely to expand into Gamecube stuff later. We've also heard that a number of big franchise games are heading to Xbox.

So what about PS2? If Sega really is all about making money now, and it's serious about wanting to be more of a software publisher, it would be foolish to ignore the system. I'll keep digging and bring you more news next month. Keep your fingers crossed that goodies like 18-Wheeler are coming our way soon!

GRAN TURISMO TEAM THINKING ABOUT DOING A ROLE-PLAYING GAME?

I'm sure Yamauchi-san would argue that Gran Turismo is evolving into something of a role-playing game of sorts anyway, but he's also hinted lately that he's keen to build a team at Polyphony that will work on a "traditional" (for want of a better word) RPG that really pushes the PS2. No word on what the subject matter will be yet. I'll keep you posted.

TEKKEN 4 2001

Since the Japanese release of Tekken Tag Tournament, the team at Namco has been working on an entirely new episode in the series that I've heard is going to be very different from previous games. While all episodes thus far have had their roots firmly in 2D gameplay, the new game will be much more of a 3D affair—possibly taking the mechanics of Soul Calibur (on Dreamcast) a step further. Expect to see it late next year. Exciting, huh?

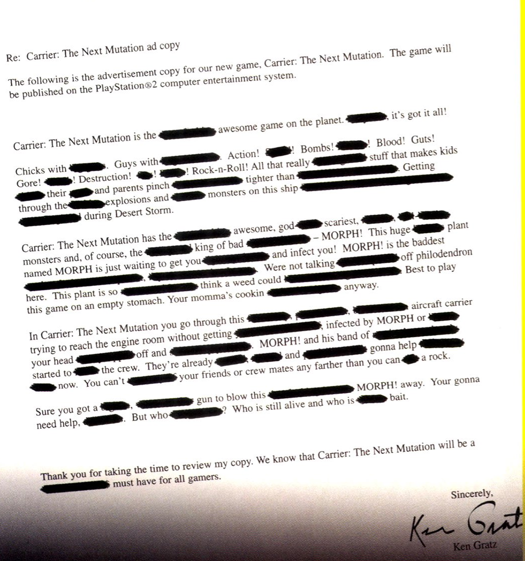
Rumor Mill

It looks like Activision is restructuring at the moment, resulting in a more apparent focus on core brands like Tony Hawk, the Marvel stuff and Star Trek. What does this mean? Expect to see games like Gunslinger offloaded to other publishers, or maybe even canned altogether. • Speaking of which, expect Tony Hawk's Pro Skater 3 on PS2 before November 2001 • SSX2 is already in preproduction • Summoner 2 is a distinct possibility. The first game is already a huge hit, despite some major problems. Let's hope the sequel fixes the technical issues—and injects a modicum of humor into the proceedings. • As mentioned last month, a sequel to Smuggler's Run looks likely within a year. Let's hope it's not as ludicrously difficult! • Driver 3 is PS2 bound. We've heard that tech demos have already been worked up, and a degree of development has been done alongside production of Driver 2 just to see how far the team can push the machine. Expect to see it in 2002.

Carrier:
The Next Mutation

(Game name may change)

COMING FEBRUARY 2001



Jaleco USA
225 Larkin Drive
Unit 4
Wheeling, IL 60090

Re: Carrier: The Next Mutation ad copy

The following is the advertisement copy for our new game, Carrier: The Next Mutation. The game will be published on the PlayStation®2 computer entertainment system.

Carrier: The Next Mutation is the [redacted] awesome game on the planet. [redacted], it's got it all! Chicks with [redacted]. Guys with [redacted]. Action! [redacted]! Bombs! [redacted]! Blood! Guts! Gore! [redacted]! Destruction! [redacted]! [redacted]! Rock-n-Roll! All that really [redacted] stuff that makes kids [redacted] their [redacted] and parents pinch [redacted] tighter than [redacted]. Getting [redacted] through the [redacted] explosions and [redacted] monsters on this ship [redacted] [redacted] during Desert Storm.

Carrier: The Next Mutation has the [redacted] awesome, god[redacted] scariest, [redacted], [redacted]-[redacted] monsters and, of course, the [redacted] king of bad [redacted] – MORPH! This huge [redacted] plant named MORPH is just waiting to get you [redacted] and infect you! MORPH! is the baddest [redacted], [redacted]. Were not talking [redacted] off philodendron here. This plant is so [redacted] think a weed could [redacted]. Best to play this game on an empty stomach. Your momma's cookin [redacted] anyway.

In Carrier: The Next Mutation you go through this [redacted], [redacted], [redacted] aircraft carrier trying to reach the engine room without getting [redacted], infected by MORPH or [redacted] your head [redacted] off and [redacted]. MORPH! and his band of [redacted] started to [redacted] the crew. They're already [redacted], [redacted] and [redacted] gonna help [redacted] now. You can't [redacted] your friends or crew mates any farther than you can [redacted] a rock.

Sure you got a [redacted], [redacted] gun to blow this [redacted] MORPH! away. Your gonna need help, [redacted]. But who [redacted]? Who is still alive and who is [redacted] bait.

Thank you for taking the time to review my copy. We know that Carrier: The Next Mutation will be a [redacted] must have for all gamers.

Sincerely,

Ken Grat

Ken Gratz

WARNING!

We wanted to tell you all about our cool new game: Carrier: The Next Mutation

Well. . .
Our ad agency said you can't say those kinds of things, so this is it.

Buy our game. Filling in the blanks will never be this much fun again.

PlayStation®2

RATING PENDING RP CONTENT RATED BY ESRB

JALECO
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Wheeling, IL 60090 847.215.1811
www.jaleco.com

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HOLLYWOOD BANTER

LARA IN TV SHOW

Those of you who were a big fan of early Lara Croft model Rhona Mitra will be pleased to learn that you'll be able to turn on the TV every Wednesday night and see her in a white doctor's coat. As Dr. Ollie Klein, she has a major role in the new ABC drama *Gideon's Crossing*. Big fans will remember her as Holly the nurse in *Party of Five* and may also have seen her in *Get Carter* or *Hollow Man* earlier this year.

www.abc.go.com/primetime/gideonscrossing

BUFFY CHANGES CHANNEL?

ABC denied to E! Online that it is eyeing The WB's hit series *Buffy the Vampire Slayer*, despite rumors that the show might switch networks once the contract expires between The WB and Buffy production studio Fox. Rumors abound that a series of Buffy movies are in the works. All has been denied so far, but it seems likely that the show will follow the usual progression that other successful genre shows have displayed by shifting to a big, glitzy movie series.

www.eonline.com

CLEESE SPOOKS POTTER

The Dark Horizons Web site reported that English funnyman John Cleese will play Nick the Nearly Headless Ghost in the upcoming feature-film version of *Harry Potter and the Sorcerer's Stone*.

www.darkhorizons.com

JEDI FILES

The X-Files' David Duchovny said George Lucas asked him to be in *Star Wars: Episode III*, but that he hasn't committed, SciFi Wire reported. Why *wouldn't* he commit?

www.scifi.com

MONTHLY MATRIX UPDATE

Jada Pinkett Smith is in talks to appear in the two *Matrix* sequels, playing the rumored character Niobi, Morpheus' love interest, according to *The Hollywood Reporter*. The first sequel, *The Matrix 2*, is slated to begin production in March. *The Matrix 3* will begin production immediately after *Matrix 2* wraps.

In other *Matrix* news, we've learned that the special effects team is working very hard to ensure that the new movie will be as visually unique as the original. We were lucky enough to get some time with one of the effects guys on the movie, who commented that many of the effects pioneered in the first film are now seen everywhere (see *Charlie's Angels* and any number of sci-fi TV shows premiered this fall). We'll probably still see "bullet time" and the fancy spinny-camera effects, along with new variations on the wire-controlled fight scenes.

www.hollywoodreporter.com

DEATH ON THE BIG SCREEN?

Fans of Neil Gaiman's Sandman series and the spinoff graphic novel, *Death: The High Cost of Living*, will be glad to hear that the writer has been working on a new script for a Death film. According to SFX Online, while doing a public reading of his works in New York, Gaiman is reported to have revealed that he's been working on another script based on his Death character. Back in April, IGN.com reported on a rumor that Gaiman was not only writing the film, but he was also set to direct it. Since then, though, it's been very quiet. Given Hollywood's renewed mania for comic-book properties right now, it isn't at all surprising to hear the project is in the works again.

www.sfx.co.uk
www.ign.com

FURY IN IRON MAN

It may well be that there's another good reason why Fox's Nick Fury series pilot hasn't been picked up. According to *Entertainment Weekly*, unnamed sources at New Line revealed that the coming Iron Man movie will also include an appearance by Nick Fury. Furthermore, in keeping with the character's spy-like persona, the movie's concept is said to be "in the vein of James Bond/Jack Ryan, only with a superhero in the center."

www.ew.com

SPAWN TO RETURN AT LAST

While participating in an online chat for the TBS cable network, Spawn creator Todd McFarlane revealed what's up with that sequel to *Spawn*. According to the Comics Continuum, McFarlane explained, "right now the rights revert back to me on Nov. 6, and I've got three studios waiting for me to come in the door and tell them it's legally back in my possession." When asked if he thought the first film had been a commercial success, McFarlane answered, "It wasn't a failure by any stretch and wasn't a mega-hit, but considering that we didn't have any A-list actors in the movie, it was one of the better-grossing movies that didn't have a big name in it. If it had done better, then the sequel would probably already be in the works."

www.comicscontinuum.com

SAVAGE SPIDEY

It looks like the role that Randy "Macho Man" Savage may be playing in the Spider-Man movie has been revealed. According to 4W-Wrestling, Savage will take on the role of Crusher Hogan, the man Spider-Man first fights in a wrestling ring challenge for a $100 winning pot.

www.4w-wrestling.com

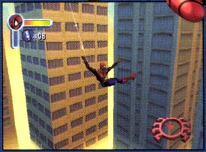
FEAR EFFECT MOVIE?

Rumor has it that the relationship between Eidos and Paramount Pictures could run deeper. Producers on the Lara flick are apparently all big games fans and are already looking to explore other potential crossovers. It seems that the Fear Effect series has already piqued their attention—so much so that game-related paraphernalia was scattered around the team's offices.

photography by Steve Sands Corbis/Outline

"...the best superhero game ever..."

OPM
August 2000



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An invitation to Mars isn't an honor...

The newest addition to the Armored Core series allows you to go head-to-head in relentless battles using an endless combination of parts. Never before have you been given so many options for configuring your AC unit for non-stop action – especially with graphics that dazzle the imagination. Choose between solo missions or vs. friends in 2-player split screen or linked combat sorties.

PlayStation®2
NTSC U/C
ARMORED CORE 2
TEEN
T
CONTENT RATED BY ESRB
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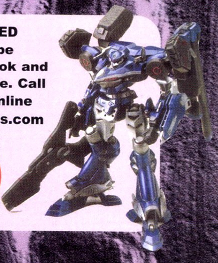

koto inc.

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> "Mech combat at its finest"
> – PSM 100% Independent PlayStation Magazine

Wield an energy blade in close-quarters combat

Enhanced propulsion technology

Challenge a friend in 2-player split-screen action

Destroy!!!

Replays highlight your destructive kills

Customize your A.C. for maximum damage

FROM SOFTWARE™

TEEN
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CONTENT RATED BY
ESRB

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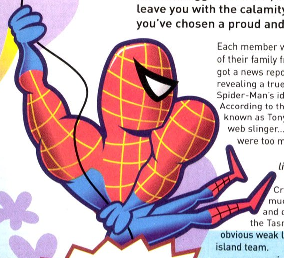
SOLID SNAKE IS THE WINNER!

PS2 SURVIVOR

The final tiki torches have been doused, leaving just enough time for the Survivors to get their holiday shopping started. We'd like to say this one went to the wire, but that's not the case. Of the four remaining Survivors, Solid Snake snagged over 70 percent of the popular vote, winning Florida's 25 electoral college votes in the process! We leave you with the calamity of the island's final month, the name of our grand-prize winner, and the knowledge that you've chosen a proud and capable victor to shoulder the enormous weight of the PS2 for years to come.



Each member was allowed to see a tape of their family from home. Spider-Man got a news report from Mr. Jamison, revealing a true and terrible secret: Spider-Man's identity revealed! According to the report, the skater known as Tony Hawk is actually the web slinger...(Those jumps in THPS2 were too much, Tony!)

Dominic Prévost
liquidzombie@hotmail.com

Crash Bandicoot eats too much food and knocks into and destroys things, a la the Tasmanian Devil. Crash is an obvious weak link in the chain of the island team.

jeffrey_lewis@hotmail.com

So, the winner of the **OPM Survivor Grand Prize** is (drum roll, please)...
JONATHAN PETERSEN
of Union, NJ. Congrats!

Solid Snake survives on the PS2 because he is a badass espionage tactical warfare machine capable of destroying a tank with his bare hands.

Jay Blann

Snake built a full-scale replica of the Taj Mahal using nothing more than cardboard boxes, solving the need for shelter.

Arc Nova

One day Spider-Man thought it would be funny to steal Lara's sports bra. When Solid Snake saw the ample towers, he thought they would make for good target practice...and shot.

Keaton Wheeler
keatonwheeler@hotmail.com

Lara Croft's hair was lit on fire, but thankfully Snake smothered it by spitting a huge loogie on it. Feeling sorry for her, Spider-Man made Lara a wig out of web.

Matt Wilhelm
fpwilhelm@email.msn.com

An immunity challenge: Hundreds of monkeys have been let loose on the island, and the contestants must catch them. Inexplicably, every monkey has a flashing light surgically attached to its head as part of some weird simian-cyborg experiment. Sneaking around and bagging monkeys is right up Snake's alley. He wins easily.

Snake wins a night on a yacht, complete with a meal and masseuse. In addition, Snake gets to invite one of his fellow contestants for breakfast. Lara fully expects Snake to choose her. But, he chooses Crash, opting for bandicoot before beauty.

Another immunity challenge is a chance contest that Spider-Man wins with arachnid-like agility. For his efforts, he gets a phone call home. His conversation with a woman identified by the initials "M.J." was short but sweet. The phone call enabled Spider-Man to find out that Tobey Maguire had been cast as his alter-ego in the upcoming Spider-Man film from Sony Pictures. "Of course, I'll be doing my own stunts, and I do get a producer credit on the movie, so I'm very happy with the decision," he told the other contestants. Lara makes fun of him, saying it was because he couldn't act his way out of a paper bag.

Jonathan Petersen
jcpetersen@home.com

In the moment everyone was waiting for, Lara went through with her promise to sunbathe nude. In what turned out to be a bad move for the wall crawler, he said, "(insert stupid Parker comment here)" causing all the remaining survivors to do an audible sigh that would make Al Gore jealous.

petra@iopener.net

I voted for Crash. Why? I'm voting alphabetically.

Tyler Derricot
t_derricot@hotmail.com

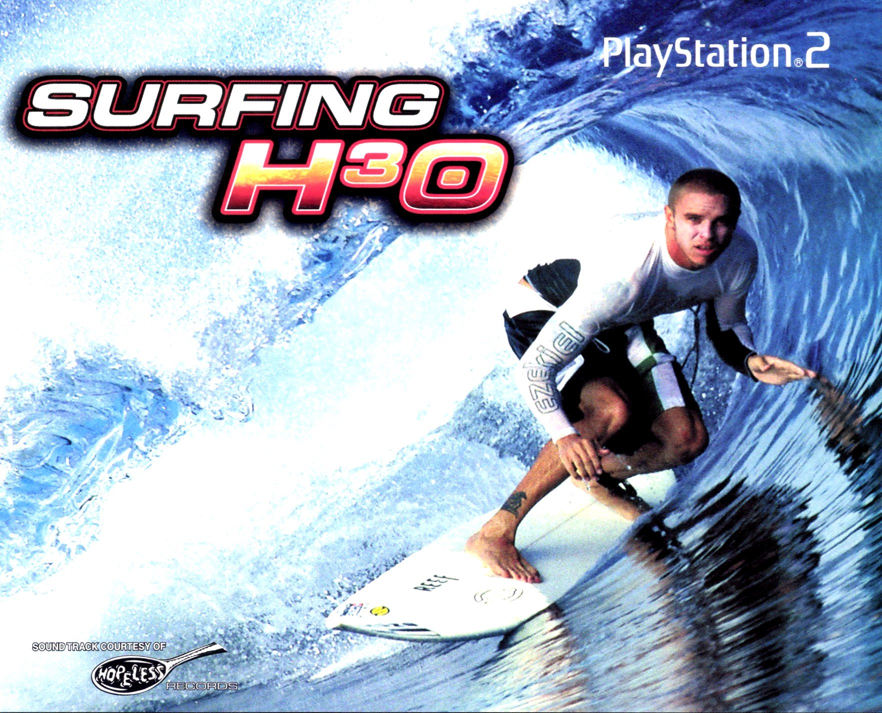
Snake was going to win from the beginning. It's a no-brainer! He's got it all, and Kojima is a God among mortals!

Bob Wichard
bobw@walshgroup.com

illustration by Wayne Vincent

PlayStation®2

SURFING H3O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Next generation wave modeling physics

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6 epic waves to master

11 playable characters each with unique abilities

Over a dozen aerial tricks can be linked for unlimited combo's!

8 8A 9 9A 10 10A 11

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PHOTO BY TOM SERVAIS

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Bookmarks

www.playstation.com
The official PlayStation Web site and home of the PlayStation store.

www.diesel.com
Want to be an icon of modern dress? Check out our clothing spreads starting on page 88, and then go to the Web site to order these fancy duds.

www.spork.com
Dubbed "The Slightly Less Than Official Spork Homepage." Learn interesting things to do with your spork. Other than eat with it.

www.dragons-lair-project.com
Find out everything you wanted to know about Dragon's Lair, Space Ace and every other arcade laser-disc game, as seen on page 60.

www.kissthisguy.com
A library of misheard song lyrics. As in, *ahem*, "'scuse me...while I kiss this guy" (Hendrix) or "kick a chicken in it" (Will Smith).

www.toaster.org
Curious about where they moved the Toaster Museum Foundation? Be curious no more!

www.kingfrank.com
Wanna be a model? What about the assistant to one of the hippest photogs this side of the Mississip? Go here and find out how.

www.darwinawards.com
Awards posthumously given to those who die after performing acts of stupendous idiocy. A wonderful tribute.

www.fourcharms.com
One of the hippest "jump blues" bands sweeping America. Fresh, talented and the ladies love 'em.

www.nfl.com
With injuries aplenty ruining those perfect rosters on your latest versions of Madden and GameDay, check out this site for all the roster updates you'll ever need.

Cable Envy

Monster Game GameLink 300

In case you're not familiar with the name, Monster cables split audio and video signals into separate channels according to frequency, which makes for a noticeably cleaner signal at the destination. The GameLink 300 S-Video cable is no exception. But it suffers from some fundamental design flaws that may make it impractical for many systems. First of all, if you're an audiophile, you're going to want to hook this puppy up to your surround-sound system. But because of the fixed design of the TV end of the cable, you'll need an audio system with S-Video throughput...which basically negates the Monster advantage on the video front, unless you also have Monster S-Video between your sound system and your TV. And the converse is true; if you want the pure S-Video signal, you'll have to either plug the RCA audio into your TV (ugh!) or use extensions or a switch-box—either of which will degrade the signal. So this is really only worth the price if you already have a Monster A/V setup, or plan to invest in one.

(Monster Cable, $39.95)

Sound Station

By John Scalzi

Hey kids, look! Four out of five of these albums "aren't" mindless metal thrash! Can you dig it?

ETTA JAMES
HER BEST
CHESS 50

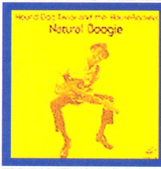
Etta James: *Her Best*

Chess Records

Featured In: Driver 2

Etta James has just about the perfect blues voice: deep, rich and smoky, the sort of voice you hear from a woman who plans to knock you back on your heels and send you running home to your mama. You don't mess with Etta, honey...she messes with you—and makes you like it. This collection binds up Etta's best work from the '60s, when she was hitting the charts with tearjerkers like "All I Could Do Is Cry" and groovy funk like "All The Way Down."

Final Score ●●●●



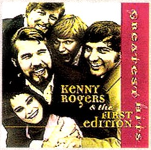
Hound Dog Taylor and the HouseRockers: *Natural Boogie*

Alligator Records

Featured In: Driver 2

You've probably heard that the south side of Chicago was the baddest part of town, but if you don't know why, Hound Dog Taylor and his boys will explain it to you. Hound Dog Taylor played a mean electric slide blues guitar, wrote snappy songs about sex, infidelity and depression (the great blues trio of subjects), and was backed by a nice, tight rhythm section in Brewer Phillips and Ted Harvey. They make electric blues sound easy—which it's not. This is fine, fine Chicago blues.

Final Score ●●●◐



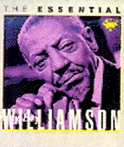
Kenny Rogers & the First Edition: *Greatest Hits*

Hip-O-Records

Featured In: Driver 2

Painful hippie folk-rock crap that no sane human being would listen to for more than 40 seconds in a row. There are a few songs here worth listening to even today, particularly the Carol King-penned "What Am I Gonna Do," but the vast majority of it is suitable only for hippie-themed parties. And I for one am glad that thanks to "Just Dropped In," I know what Kenny Rogers sounds like when he's trying to do a trippy psychedelic tune. I suspect I'll be only moderately scarred by the experience.

Final Score ●●



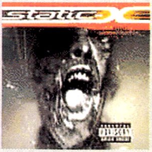
Sonny Boy Williamson: *The Essential Sonny Boy Williamson*

Chess Records

Featured In: Driver 2

Yeah, baby. This is it: pure, classic blues goodness. Sonny Boy Williamson played with everyone from Robert Johnson to Eric Clapton, and was the acknowledged master of the blues harp (that's a harmonica to the idiom-impaired among you). Williamson's wicked harp playing is all over this collection, along with equally wicked songs, which are jam-packed with the swagger and innuendo that good blues provide. This is a two-CD collection, with 45 tracks, and it's still over too soon.

Final Score ●●●●



Static-X: *Wisconsin Death Trip*

Warner Brother Records

Featured In: Duke Nukem: Land of the Babes

Brainless grinding metal droning deep-voice bellowing depressing lyrics blah blah blah ugh. Can't we just cull this whole genre down to three, maybe four bands? The best you can say about Static-X is that they aren't *bad*—they're tight, and their industrial squalls occasionally coalesce into something resembling a song. My favorite track here is the throbbing "Love Dump," which is music to violate local decency laws to. Time to move on.

Final Score ●●

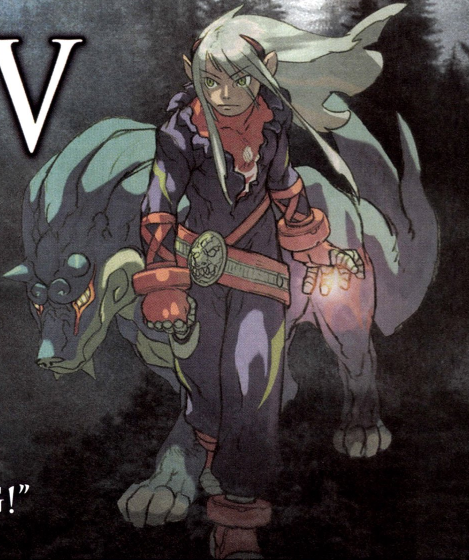
John Scalzi's been reviewing music since his days on the south side of Chicago. No, really. He went to school there. Honest! He's been to the Checkerboard Lounge, damn it! Visit his Web site at www.scalzi.com. Or don't. Free will, you know.

TWO WARRING NATIONS...

A MISSING PRINCESS...

AN EPIC QUEST FOR PEACE.

BREATH OF FIRE IV



After centuries of war, the two lands bordering an impenetrable swampland have finally reached an armistice. Mysteriously, the noble princess Elena disappears somewhere near the war-ravaged front lines. Distraught, her sister Nina goes in search of the Princess alone and on her journey, meets a mysterious, young warrior named Ryu. Their destinies soon entwine. The next chapter in the epic tale of magic and mystery now unfolds. The fate of what lies ahead rests in your control.

"VISUALLY BREATHTAKING!"

-Game Pro Magazine

Two epic intertwining storylines—Follow the fates of Ryu and Fou-Lu—a classic RPG adventure.

Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.

Release the dragon within... more than 200 spells to learn and master.

PlayStation
TEEN
BREATH OF FIRE IV
CAPCOM

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CONTENT RATED BY ESRB
Animated Violence

PlayStation

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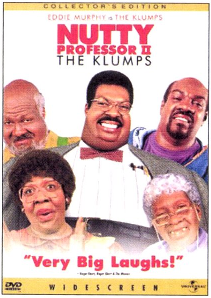
DVD Reviews

By John Scalzi

Merry Annual Seasonal Holiday! No matter what brand of gift-giving day you subscribe to, we've got the perfect DVDs for someone somewhere on your list. It'll make their entire yearly winter-oriented celebration! Bless us, each and every one.

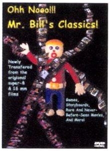


Nutty Professor II: The Klumps—Collector's Edition

The movie itself is so-so, just like the first one (unless scenes of enlarged rodents sodomizing middle-aged men get you going, you sick, sick freak). The reason to get this DVD is to bask in Eddie Murphy's unreasonably huge talent. It takes some doing to pull off playing six different characters, even if they're all related to each other. And by God, he does it. Anyone who's seen Grandma Klump in all her wrinkly glory knows that they've seen comic genius. The DVD also features deleted scenes, a behind-the-scenes feature on Murphy's makeup, and a Janet Jackson video.

Movie Score ●●●
Multimedia Score ●●●

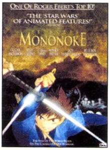
John Scalzi wants a pony for Christmas. Is that so wrong?


Ohh Nooo!!
Mr. Bill's Classics!
Newly Transferred from the original super-8 & 16 mm films
Games, Storyboards, Rare And Never-Before-Seen Movies, And More!

Ohh Nooo! Mr. Bill Classics

One of the first and best examples of how to subvert the format of cute children's entertainment by adding random sadism and cruelty. Mr. Bill, as you aging hippies will remember, appeared on the original *Saturday Night Live* as a small character made from modeling clay, whose cheerful disposition and happy-go-lucky nature cause him to be beaten and abused horribly, over and over again, by the cluelessly evil Mr. Hand (an actual hand). Think of it as Gumby meets the Marquis de Sade. You'll bust a gut, honest. As a DVD bonus, there's audio commentary by Misters Bill and Hand themselves. More fun than an *Itchy and Scratchy* marathon!

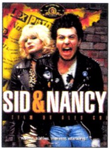
Movie Score ●●●◖
Multimedia Score ●●●


ONE OF ROGER EBERT'S TOP 10!
"THE STAR WARS OF ANIMATED FEATURES!"
MONONOKE

Princess Mononoke

What sort of animation do American animators watch when they want to get depressed about the fact that they're making crap? The answer: *Princess Mononoke*, a fantasy epic created by master Japanese animator Hayao Miyazaki, and widely regarded in the field as one of the best animated films ever—so good that when Disney bought it to distribute here in the U.S., they had to agree not to edit it at all (Disney, for you people who don't know, is a company filled basement to rafters with obsessive control freaks). More violent and mature than your average animated flick (but *not* anime porn, to be clear), the DVD has little in the way of extras, but if you or someone you know is an animation fan, this should be on your shopping list.

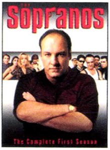
Movie Score ●●●●
Multimedia Score ●



Sid & Nancy

Just your average boy-meets-girl, boy-and-girl-shoot-up-lots-of-heroin-in-scummy-ratholes, boy-kills-girl-in-a-drug-filled-haze-and-then-croaks-himself sort of story....but, you know, with heart. Of course, the boy in this story is Sid Vicious, bassist for the Sex Pistols, so it's not just any scab-by-armed junkie (he's played by Gary Oldman, too, which ain't chopped liver). One of the most notorious rock-and-roll movies ever, and directed by Alex Cox as if he were on fire. Probably more effective as an anti-drug statement than any thousand "Just Say No" public service messages. Oh, and Courtney Love has a small part. The irony, the irony.

Movie Score ●●●◖
Multimedia Score ●

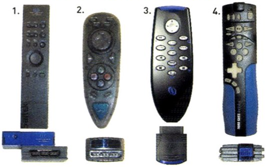


The Sopranos: Complete First Season

Make an offer they can't refuse! Sorry, I'm required by law to make a *Godfather* reference here. The good news is that *The Sopranos* itself is not a cheap *Godfather* reference—indeed, it's the best remaining of the mafia mythos since those classic films 25 years ago, with the boss (James Gandolfini, in the role that will follow him to the grave), suffering angina and career depression like any middle manager. This collection has all the episodes from season one, plus audio commentary and interviews with series creator David Chase (by Peter Bogdanovich), and behind-the-scenes featurettes. This is one of the few TV shows that actually deserves DVD treatment, so enjoy it or else, pal.

Movie Score ●●●●●
Multimedia Score ●●●◖

PS2 Remotes



Can't stand using your Dual Shock 2 to play DVDs? Several third-party manufacturers are there for you with remote controls of their own. We put them to the test just for you.

1. Saitek DVD Remote Controller for PlayStation 2

Designed to resemble the look of your PS2 (ridges included), Saitek's remote's biggest advantages include sleek size and a pass-through port for your controller. However, it uses those confusing symbols you see on your on-screen DVD menu to identify certain functions instead of words.
MSRP: $19.99

2. Pelican DVD Remote

Pelican's remote has a nice feel to it without the unnecessary length of Mad Catz's, and also features controller pass-through. The button placement is a little awkward, though, and the four-button layout makes it look (but definitely not play) more like a game controller than a remote.
MSRP: $19.99

3. Interact DVD/TV Master Remote

The most compact of those we tested, Interact's remote also works on TVs. The number layouts make about as much sense as a Palm Beach, Fla., ballot, and the Cancel and Enter buttons are reversed (Interact promises to correct this), but it's still good buy overall.
MSRP: $14.99

4. Mad Catz DVD 2 Wireless Remote

More feature-laden than any other remote we tested, this one also works for VCRs and TVs (if you can get past the bad programming directions). It also features the most comfortable grip of the bunch, though there's no way to push high buttons without moving your hand.
MSRP: $19.99

Coming Soon

12/19/2000
The Cell
Seven (2 DVD-set)
Sid & Nancy
The Virgin Suicides
Loser

12/26/2000
Predator
The Siege

1/2/2001
Hollow Man

1/9/2001
Survivor: Season 1
I'm Gonna Git You Sucka

1/16/2001
Coyote Ugly

1/23/2001
River's Edge
Dogma (Special Edition)

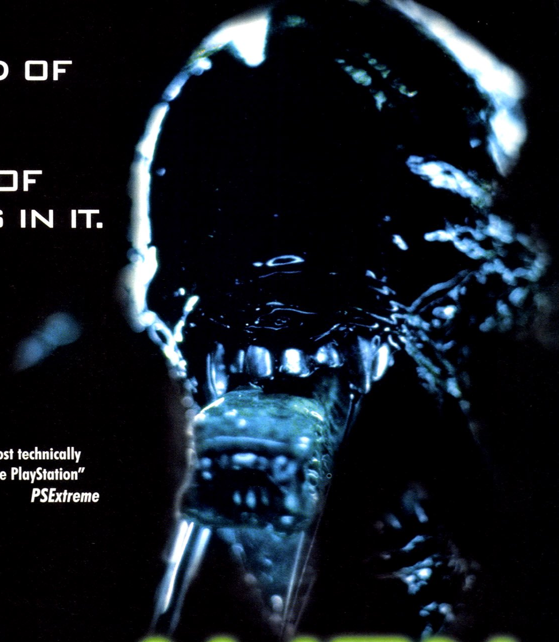
1/30/2001
Dinosaur

COYOTE UGLY

SCHWARZENEGGER
PREDATOR

DON'T BE AFRAID OF THE DARK.

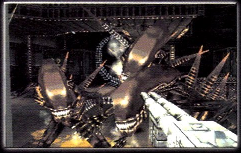
BE AFRAID OF WHAT'S IN IT.



"Alien Resurrection is the most technically superb game available on the PlayStation"
PSExtreme

"Compelling gameplay and genuine tension set Alien Resurrection above all other FPS games."
Gamers Republic

ALIEN RESURRECTION™



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MATURE
M
CONTENT RATED BY ESRB
Animated Blood and Gore
Animated Violence

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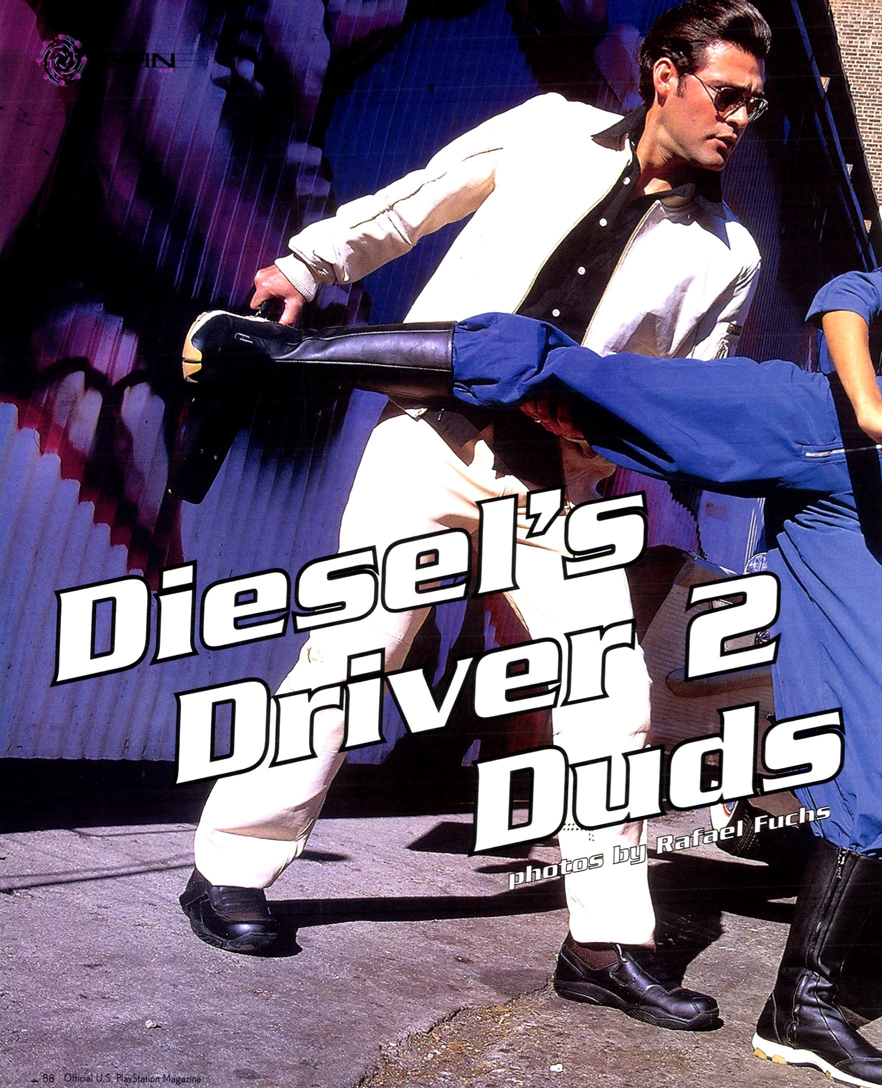


Diesel's Driver 2 Duds

photos by Rafael Fuchs

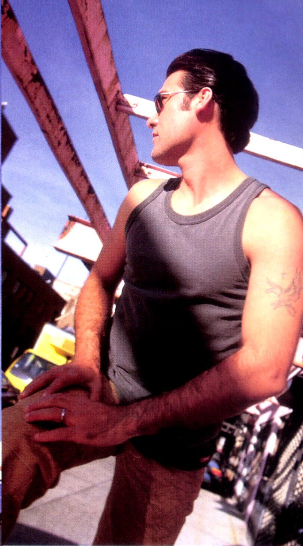
We're quickly discovering that clothing and video games go together like a convertible and the open road. When we heard Driver 2 was featuring threads from one of the most outrageously hip clothing companies in the world (that would be Diesel), we jumped at the chance to snap some pictures of their goods. Check out these shots for inspiration, then highway over to www.diesel.com to search for some simple, sophisticated attire.

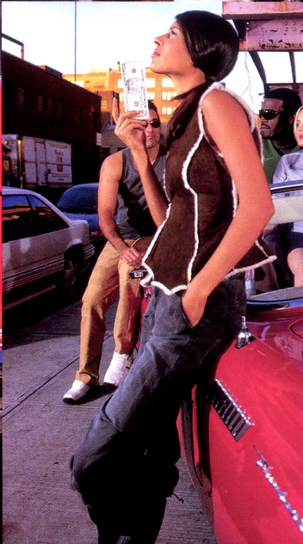
On the girl: *Zunarin* cotton/nylon wide-leg jumpsuit-$299; *Topsta* sheer bra-$65; *Midi* black high leather boots-$130

On the guy: *Express* mirrored aviator sunglasses-$120; *Bober* leather baseball jacket-$399; *Sanny* short-sleeved cotton button-down shirt-$9; *Odds* beige leather pants-$325

Guy to the right: *Liquid Crystal* red-tinted aviators-$120; *Vick* Pigment washed cotton tank top-$39; *Rana* suede pants-$230; *Enduro* white leather shoes-$90

Gal to the right: *Pelour* shearling-lined suede vest-$249; *New Jettison* dark denim pants with stitching details-$139; *Mila* white leather boots-$80

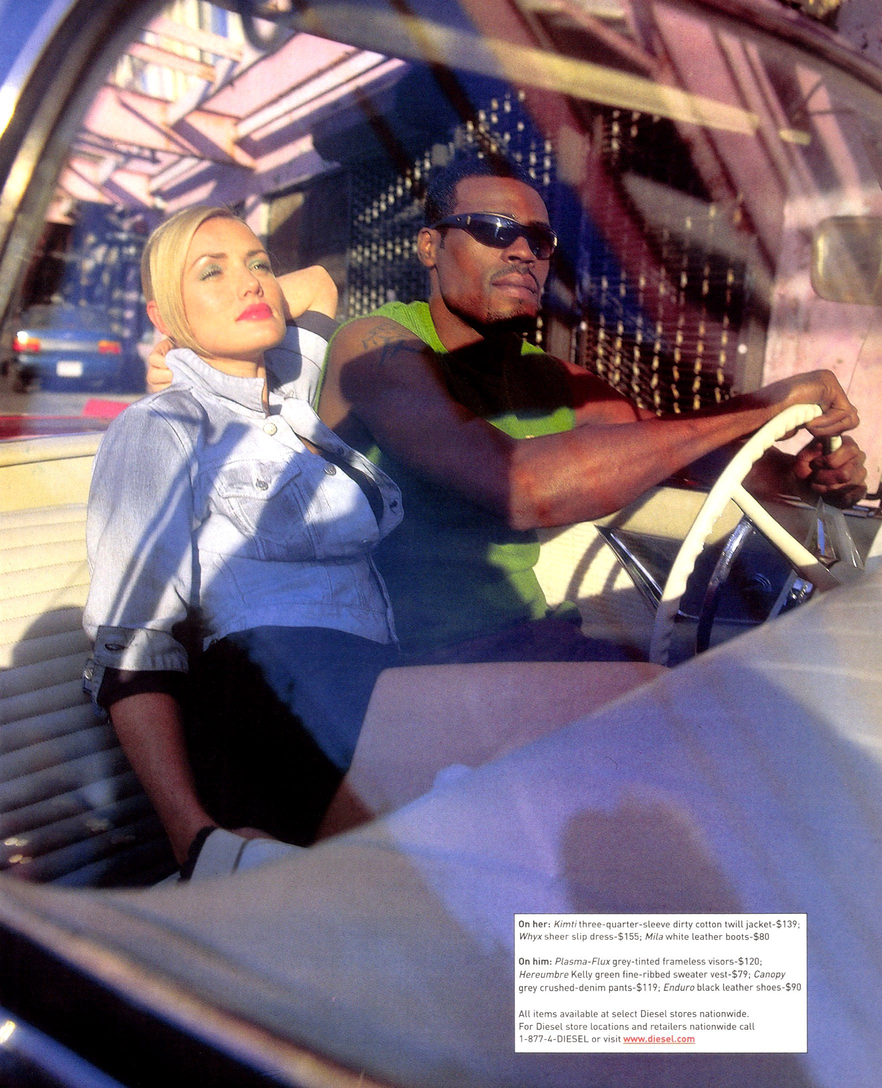




On her: *New Kim Bis* denim-style leather jacket-$299; *Laida* stretch cotton T-shirt-$89; *Fanker* "one-wash" dark denim boot-cut jeans-$99; *Mila* white leather boots-$80

On dude in the middle: *Plasma-Flux* orange-tinted frameless visors-$120; *Yelas* "DIT" dark denim blazer-$199; *Truupy* ribbed cotton V-neck T-shirt-$45; *Canopy* "DIT" dark denim pants-$129; *Loafer* Brown suede loafers-$110

On guy on the right: *Express* mirrored aviator sunglasses-$120; *Bartino* leather shirt jacket-$329; *Itotso* ribbed three-quarter-sleeve T-shirt sweater-$69; *Seels* antique dirty-denim work wear jeans-$125; *Enduro* black leather shoes-$90



On her: *Kimti* three-quarter-sleeve dirty cotton twill jacket-$139; *Whyx* sheer slip dress-$155; *Mila* white leather boots-$80

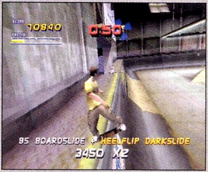
On him: *Plasma-Flux* grey-tinted frameless visors-$120; *Hereumbre* Kelly green fine-ribbed sweater vest-$79; *Canopy* grey crushed-denim pants-$119; *Enduro* black leather shoes-$90

All items available at select Diesel stores nationwide.
For Diesel store locations and retailers nationwide call 1-877-4-DIESEL or visit www.diesel.com

TOP TWENTY

	Last Month	Title / Publisher	Rating
1	—	Tony Hawk's Pro Skater 2 *Activision*	●●●●●
2	1	Madden NFL 2001 *EA Sports*	●●●●●
3	5	Tony Hawk's Pro Skater *Activision*	●●●●◖
4	2	Gran Turismo 2 *Sony CEA*	●●●●●
5	4	Spider-Man *Activision*	●●●●●
6	6	Spec Ops: Stealth Patrol *Take 2 Interactive*	●
7	8	Driver *GT Interactive*	●●●●
8	—	Dave Mirra Freestyle BMX *Acclaim*	●●●◖
9	10	WWF SmackDown! *THQ*	●●●●◖
10	11	Tekken 3 *Namco*	●●●●●
11	—	Tomorrow Never Dies *Electronic Arts*	●●●◖
12	15	Final Fantasy VIII *Square EA*	●●●●●
13	13	Syphon Filter 2 *989 Studios*	●●●◖
14	9	CTR: Crash Team Racing *Sony CEA*	●●●●●
15	14	Syphon Filter *989 Studios*	●●●●
16	19	Metal Gear Solid *Konami*	●●●●●
17	17	Namco Museum Vol. 3 *Namco*	●●●◖
18	—	The Dukes of Hazzard *Southpeak*	●◖
19	—	Medal of Honor *Electronic Arts*	●●●●
20	16	Crash Bandicoot: WARPED *Sony CEA*	●●●●●

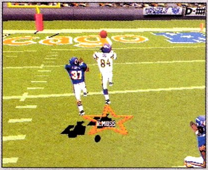
Source: NPD TRSTS Video Games Service, mid-October 2000. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.



1 Tony Hawk's Pro Skater 2

Last Month: — *Activision* ●●●●●

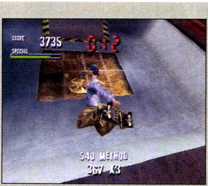
There's an argument around the office whether this is the greatest PS one game ever made. We won't split hairs, but this one is definitely near the top. Any time you can grind the rails of a subway just to launch yourself over a brick wall in Brooklyn, you've got to take a close look at the game and say, "Damn, this *is* good." Whether or not you give credence to soaring 40 feet in the air and doing an occasional 900° Benihana, you'll still have a blast trying. And even with the PS2 boom, we still can't stop ourselves from pulling this masterpiece out of the closet and scooting around Venice Beach for a couple of hours.



2 Madden NFL 2001

Last Month: 1 *EA Sports* ●●●●●

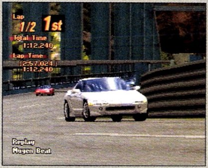
Any hardcore football fan won't argue with the physics, graphics, AI and overall badassedness of this year's PS one Madden. It might be tough to pick up and play for inexperienced football gamers, but don't be intimidated by your pit-stained T-shirt-wearing friends who hog the controller. This is without a doubt the best football game on the market, and you might as well rehearse for the upcoming seasons, even if you only snake out with a victory against the Bengals this year.



3 Tony Hawk's Pro Skater

Last Month: 5 *Activision* ●●●●◖

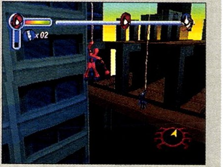
Ah, yes, even with the sequel selling like gangbusters, the original is staying close behind. Don't fear the past or it will consume you!



4 Gran Turismo 2

Last Month: 2 *Sony CEA* ●●●●●

We liked this game so much we put the sequel on our cover. This classic is still racing off the shelves. Expect that to continue through X-mas.



5 Spider-Man

Last Month: 4 *Activision* ●●●●●

Stan Lee's web-slinging creation holds on to a top 5 spot this month. Check out the words of Marvel's mastermind in this month's Spin section.

OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	*Konami*
2	Gran Turismo 3	*Sony CEA*
3	Zone of the Enders	*Konami*
4	Onimusha: Warlords	Capcom
5	The Bouncer	*Square EA*
6	Soul Reaver 2	*Eidos*
7	Dark Cloud	*Sony CEA*
8	Twisted Metal: Black	*Sony CEA*
9	Silent Hill 2	*Konami*
10	Star Wars: Starfighter	*LucasArts*

OPM's Most Wanted PS one Games

1	Alone in the Dark: TNN	*Infogrames*
2	C-12	*Sony CEA*
3	Dance Dance Revolution	*Konami*
4	Fear Effect 2: Retro Helix	*Eidos*
5	Mat Hoffman's Pro BMX	*Activision*
6	Evil Dead: Hail to the King	*THQ*
7	Dragon Warrior VII	*Enix*
8	Mega Man X5	*Capcom*
9	Toy Story Racer	*Activision*
10	V.I.P.	*Ubi Soft*

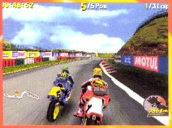
Japan's Top 10 PS and PS2 Games

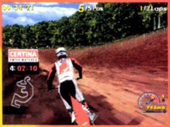
1	Hunter x Hunter: G.I.	*Konami*
2	Hokuto no Ken	*Bandai*
3	Dragon Quest VII	*Enix*
4	Moto GP	*Namco*
5	SSX	*EA Square*
6	Dino Crisis 2	*Capcom*
7	Gekikukan Pro Baseball	*Square*
8	World Soccer Jikkyou	*Konami*
9	Pocket Digimon World	*Bandai*
10	Let's Build a School	*Victor*

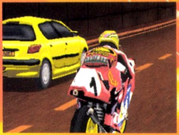
U.K.'s Top 10 PlayStation Games

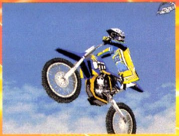
1	Who Wants to Be a Millionaire	*Eidos*
2	Tony Hawk's Pro Skater 2	*Activision*
3	Spider-Man	*Activision*
4	Dave Mirra Freestyle BMX	*Acclaim*
5	Sydney 2000	*Eidos*
6	WWF SmackDown!	*THQ*
7	Tenchu 2	*Activision*
8	Formula One 2000	*Sony*
9	Disney's Dinosaur	*Ubi Soft*
10	TOCA World Touring Cars	*Codemasters*

moto Racer™ WORLD TOUR









Ride. Race. And Fly.

Get big air and pull off sick stunts as you go for the checkered flag. Complete with real bike physics and real race strategies, you can test your riding skills in all the different disciplines of motorcycle racing. From supercross to motocross, from freestyle to traffic, Moto Racer World Tour's simulation of the bike's handling makes for the most realistic riding experience. Take turns just right, and it's like peanut butter to the roof of your mouth. Pull up lame, and the only trophy you're going home with is a bad case of road rash.

All The Real Tricks. All The Real Tracks. And All The Real Wrecks.

Rev up the throttle and tear it up on 18 of the world's most famous circuits, including Suzuka, the Stade de France, and Britain's Isle of Man.

Choose and even customize any of the 34 different motorcycles available. Fitted with independent front and rear suspension for the truest riding sensation, you'll get a real feel for the track, especially when you meet it face first.

You have total control of the bike, even when it's airborne, so you can pull off all the nasty tricks, from can-cans to superman. And TV quality replays of the race will prove who's tame and who's insane. Once you get it in gear, compete in different championship seasons, and you'll open up new hidden levels if you win.

With such careful attention to detail, falls and collisions are painfully accurate. It's so life-like, you can practically taste the mud.

HANG ON FOR DEAR LIFE.

So Real,
It Almost
Hurts.

IN STORES NOVEMBER 2000

PlayStation®

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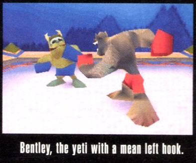
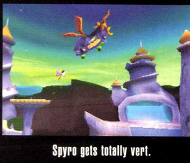
Comic Mischief

Can you take the heat?

It's barbecue time.



Bentley, the yeti with a mean left hook.



Spyro gets totally vert.

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PlayStation

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Danger on the high seas.

Things are heating up. Celebrate the Year of the Dragon with Spyro as he joins forces with four new playable critters. Blaze through bigger worlds. Drive tanks, subs, speedboats, even launch rockets. Duke it out in the boxing ring or pull off sick tricks on your skateboard. Keep cool. It doesn't get any hotter than this.

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